

Doomsday Engine - Bug #652

Music volume and balance

2009-03-28 15:36 - vigs

Status: Closed	Start date: 2009-03-28
Priority: High	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta6	
Description Using SDL_mixer, midi music. Music volume and balance resets to maximum after repeat of track or level change.	
Labels: Music	

History

#1 - 2009-03-28 15:39 - vigs

I mean original game music, not any kind of user mapped.

#2 - 2009-03-29 22:23 - danij

Which OS are you running?

#3 - 2009-03-30 09:41 - vigs

WinXP SP3

standart Microsoft synthesizer

Doomsday centers balance and maximizes volume for synthesizer in system mixer on every replay of track. Music volume slider in Doomsday's control panel stays on chosen state and do not reflect volume increase.

#4 - 2009-05-04 00:29 - danij

Confirmed. In addition, the music volume control does not work at all under Vista, as we are trying to use the old Windows mixer interface.

#5 - 2009-08-30 13:51 - danij

These issues should now be fixed for 1.9.0-beta6.6