Doomsday Engine - Bug #662

No music when the game is running!

2009-04-11 16:22 - tplay

Status:	Closed	**Start date:**	2009-04-11
Priority:	Normal	**% Done:**	100%
Assignee:			
Category:			
Target version:	1.9.0-beta6		

Description

1. The game has no music when running with the package "jdep-doom-rain-KuriKai-20060501-1.pk3","jdep-all-20080614.pk3" applied.
I've tried several times and found the bug!
If the package is not applied, the sky in the game will be incomplete. However, when applied, the game has no music!!
2. In addition, the music packages such as "jdmu-doom-classic-20080930.pk3", "jdmu-doom2-remix-AshleyCarr.pk3" and so on are not avaliable when applied.
If you add these packages, the game will exit with the message "I don't know the format".
3. The lattice in the game cannot be displayed normally. It looks like a dark yellow wall and when you get closer, it will flicker!

History

#1 - 2009-04-11 22:38 - danij

Thanks for taking the time to submit this report. However, all of these issues have already been reported.

Closing as duplicate.