

## Doomsday Engine - Bug #701

### Heretic: Incorrect menu and door sounds

2009-06-04 02:17 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2009-06-04
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta5	
<b>Description</b> Heretic's menu's should be playing "dorcls" when you select something or close the main menu. Currently they play "chat" instead. Heretic's doors should also be playing "dorcls" when they close completely (i.e. the ceiling reaches the floor). Currently "doropn" is repeated instead. <b>Labels:</b> jHeretic	