

Doomsday Engine - Bug #71

Sounds pop with DS8

2003-06-14 22:12 - skyjake

Status: Closed	Start date: 2003-06-14
Priority: High	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.10	
Description Datacide reports: "It seems like the samples have a lot of popping on my system, especially at the end of the sample. However, if I use that DirectSound 6 switch it goes away, plus I get more robust reverb." Labels: Sound (DS8)	

History

#1 - 2003-08-31 20:54 - skyjake

Logged In: YES
user_id=717323

Some sound popping can be heard in all the games.