Doomsday Engine - Bug #727

[jDoom v1.9.0 beta6.4] Skill menu plays two sounds

2009-07-08 20:10 - deus-ex

Status:	Closed		**Start date:**	2009-07-08
Priority:	Normal		**% Done:**	100%
Assignee:	danij			
Category:				
Target version:				

Description

Starting a new game, when choosing the skill level and pressing Enter a second sound (switch sfx) is played right after the usual shoot sfx. This bug was introduced with v1.9.0 beta6.3.

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Kind regards,
deus-ex

Labels: jDoom

History

#1 - 2009-08-29 01:49 - danij

Fixed for 1.9.0-beta6.6