

## Doomsday Engine - Bug #757

### SND\_INFO error when changing difficulty on MP setup

2009-09-02 21:30 - roffalcopter

<b>Status:</b> Closed	<b>Start date:</b> 2009-09-02
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta6	

**Description**

So, when you're setting up a match for Multiplayer (which I unfortunately couldn't play because of another error which I'm quite unsure of, I'll report it when I get the exact message again), when I change the difficulty level, I can press right once to go to Hard, and then if I press right again (which I assume would select the 5th / hardest difficulty), then I get an error about SND\_INFO. By the end of doomsday.out there's this:  
Parsing SNDINFO...  
SN\_InitSequenceScript: Registering sound sequences.  
Which if I'm not mistaken (I'm very forgetful, sorry), was the message that displayed, or something close to it.

**Labels:** jHexen Gameplay

#### History

##### #1 - 2009-09-02 21:36 - danij

Fixed for 1.9.0-beta6.7

##### #2 - 2010-04-05 15:25 - danij

Multiplayer does not work at all in the current 1.9.0 beta releases. We are aware of the problems and they will be addressed for 1.9.0-beta7. Right now I would suggest you do not even attempt a multiplayer game.

This problem mentioned specifically in this report however sounds like a simple menu problem (not strictly related to multiplayer).