

Doomsday Engine - Bug #799

[Hexen] Excessive Wind sounds

2009-10-03 05:27 - danij

Status:	Closed	Start date:	2009-10-03
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:			
Target version:	1.9.7		
Description <p>There appears to be something going a bit wrong within the logical sound manager leading to continual allocation of memory for logical sound has table nodes in Sfx_CreateLogical when playing Hexen. Most allocations seem to occur when the wind ambient sound is played or when actioned via an ACS script.</p> <p>I haven't done any profiling but turning S_StartSound into a null-op resulted in a noticeable performance boost.</p> <p>Being completely unfamiliar with the sound manager, I thought it best to leave it alone.</p> Labels: Data			

History

#1 - 2009-10-02 22:54 - skyjake

In 1.9.7 I'm not seeing any misbehavior save for a lacking forced stopping of logical sounds from the same origin.

#2 - 2012-03-02 14:45 - skyjake

Fixed the way the Wind sounds are played and prioritized for 1.9.8.