# Doomsday Engine - Bug #811

## New Resource Doesn't Load

2009-11-09 01:46 - tolwyn

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|---|---|---|---|---|
| **Status:** | Closed | | **Start date:** | 2009-11-09 |
| **Priority:** | Normal | | **% Done:** | 100% |
| **Assignee:** | | | | |
| **Category:** | | | | |
| **Target version:** | | | | |

**Description**

When moving from level to level, or screen to screen, the music does not change to the correct "resource." When a PWAD with new resources is added, the IWAD resource loads first, AND/OR end level music "carries on" into the next level. Only a "idmus xx" command "starts" the correct music. 1.9.0-beta6.7

**Labels:** Music

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**History**

**#1 - 2009-11-09 13:43 - danij**

Please attach to this report the files you are having this problem with. I have been unable to replicate the problem with resources I've created myself.

**#2 - 2009-11-27 15:15 - tolwyn**

This can be closed. It was related to the Environment Pack for 1.8.x