

Doomsday Engine - Bug #888

[1.9.0-beta6.9 / Mac OS X 10.6] Wrong music track in jHexen

2010-04-08 16:00 - blinkfrog

Status: Closed	Start date: 2010-04-08
Priority: Urgent	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.9.0-beta6	
Description It seems track counter (or whatever) doesn't increase at level 1. In result menu music (or current level music if start new game while playing) plays at level 1, level 1 music plays at level 2 and so on. Was ok in 1.9.0-beta6.8.	
Labels: jHexen	

History

#1 - 2010-04-11 11:55 - skyjake

I think I found the problem: <http://deng.git.sourceforge.net/git/gitweb.cgi?p=deng/deng;a=commit:h=592f1556a8a38d728def4f743e2d29e2432eb100>

#2 - 2010-05-06 01:23 - blinkfrog

Update: It isn't "counter or whatever" problem. Even loading savegame from beta6.8 at second or further level expose this bug. Music track always play from previous level.

#3 - 2010-06-06 11:22 - skyjake

I've fixed this for build 339.