

Doomsday Engine - Bug #891

[OpenAL] Wrong sounds played, incorrect 2D/3D pos

2010-04-10 16:13 - danij

Status: Closed	Start date: 2010-04-10
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.11	
Description When using the OpenAL plugin for sound effects there would appear to be a sound sample id tracking issue leading to the wrong sounds playing. There is also a positional problem with the menu sounds. Labels: Sound (OpenAL)	

History

#1 - 2012-03-02 13:31 - danij

- **status:** open --> fixed
- **assigned_to:** Jaakko Keränen
- **Milestone:** v1.9.0-beta6 --> v1.11

#2 - 2013-07-15 16:47 - skyjake

Decreasing priority because FMOD is now available.