

Doomsday Engine - Bug #907

Hexen: pottery missing sound effect

2010-05-06 21:36 - vermil

Status: Closed	Start date: 2010-05-06
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.9.0-beta6	
Description	
The pottery items in HeXen (i.e. the one in front of you when you start the game), don't make their explosion sound when they are destroyed in 1.9 beta 6.9	
They should call the sound attached to "\"PotteryExplode\"", potbrk1, when destroyed.	
Labels: jHexen Gameplay	

History

#1 - 2010-07-27 05:45 - filipetolhuizen

I can confirm that. It happens here too.