

Doomsday Engine - Bug #912

HeXen: Level music numbers off by one

2010-05-30 19:40 - vermil

Status: Closed	Start date: 2010-05-30
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta6	
Description As the summary suggests. Map01's music plays on Map02, Map 02's music plays on Map03 etc. Map01 will just continue to play whatever music was previously playing. Labels: jHexen	

History

#1 - 2012-08-27 20:18 - blinkfrog

I wrote about this problem:

http://sourceforge.net/tracker/?func=detail&aid=2983971&group_id=74815&atid=542099