

Doomsday Engine - Bug #977

[FMOD] Build 350 ignores var sound-reverb-volume

2011-12-16 22:24 - danij

Status: Closed	Start date: 2011-12-16
Priority: Low	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.9.7 Unstable	
Description When using the FMOD plugin, Doomsday's reverb strength scaling cvar sound-reverb-volume has no effect.	
Labels: Sound Effects	

History

#1 - 2011-12-05 16:01 - skyjake

Commit 73e5f48 should fix this. Tested with Mac/software reverb.