

Doomsday Engine - Bug #1007

[Doom] Sound emitter overlap handling

2012-03-09 12:08 - vermil

Status: New	Start date: 2012-03-09
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version: Vanilla / Gameplay	
Description In the original game, the Cyber Demon and Spider Demon sight sounds were except from the rule (i.e. they were never cut off and overruled their walk sounds until they had finished), presumably to prevent their walking sound from immediately cutting them out.	
Labels: Sound Effects, Doom	
Related issues:	
Related to Bug #1701: [Doom] Map08/ExM8 sound emulation	New 2014-01-03

History

#1 - 2012-03-10 13:35 - vermil

The specific discrepancy I stated above is fixed (I used 438, but I assume that doesn't matter).

However a new discrepancy has been introduced; the Cyber Demon and Spider Demons active sounds now overrule their walking sounds in Dday. In the original game, their walk sounds overruled and cut out their active sounds.

#2 - 2012-03-12 08:46 - skyjake

Sound priorities defined in the definitions were being ignored. This was fixed for build 437; please recheck the sound effects with that.

#3 - 2012-03-15 19:45 - skyjake

Reducing priority because I rather like that the active sounds are not cut off by the walking (makes sense logically).

We can increase priority if there are more frequent/annoying cases where sound overlapping/cutting is not handled appropriately.

#4 - 2012-04-26 13:51 - skyjake

Note to self: check exactly how the vanilla Doom audio code applied sound priorities; only when no vacant channels?

#5 - 2012-08-28 17:32 - skyjake

- **labels:** Sound Effects --> Sound Effects, Doom

#6 - 2012-08-28 17:41 - skyjake

- **assigned_to:** Jaakko Keränen --> nobody

#7 - 2012-09-01 05:50 - vermil

Another element of Vanilla Doom's sound behavior that Dday doesn't have an option to imitate is that sounds cut when the mob emitting the sound is removed from the game world.

The rocket explosion sound from Chex Quest was seemingly designed with this behavior in mind; the end of the sound sample includes a Flemoid screaming. In Vanilla, the sound cuts due to the rocket mob disappearing from the game world, right before the scream plays. As the sound doesn't cut in Dday, the scream is heard.

#8 - 2016-08-09 10:25 - skyjake

- *Target version deleted (1.9.8)*

#9 - 2017-04-03 14:50 - skyjake

- *Related to Bug #1701: [Doom] Map08/ExM8 sound emulation added*

#10 - 2017-04-03 14:50 - skyjake

- *Target version set to Modding*

#11 - 2019-11-29 22:58 - skyjake

- *Target version changed from Modding to Vanilla / Gameplay*