

## Doomsday Engine - Bug #1081

### [Doom] Chainsaw sounds do not match original game

2012-08-28 17:39 - skyjake

<b>Status:</b> New	<b>Start date:</b> 2012-08-28
<b>Priority:</b> Low	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> Vanilla / Gameplay	
<b>Description</b> The chainsaw "bring up" sound effect at map startup does not match the one in the original game.  P_BringUpWeapon is called during busy mode which prevents the sound from being played; defer sounds from busy mode to be played after it ends?  <b>Labels:</b> Sound Effects, Doom	

#### History

#1 - 2012-12-10 07:43 - skyjake

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

#2 - 2016-08-09 10:25 - skyjake

- *Target version deleted (1.9.7)*

#3 - 2017-04-03 15:05 - skyjake

- *Target version set to Modding*

#4 - 2019-11-29 22:58 - skyjake

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