

## Doomsday Engine - Bug #109

### Updating songs at zero volume

2003-07-17 08:50 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2003-07-17
<b>Priority:</b> High	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.7.11	
<b>Description</b> When music volume is zero, song changes are being ignored. Music should be (re)started properly when volume is increased from zero.  Quote Stephen Howe:  <ol style="list-style-type: none"><li>1. Start JDoom for TNT in level 1</li><li>2. Bring up the menu, click on sound and turn the music down to zero</li><li>3. Play the level to completion and move onto level 2</li><li>4. Bring up the menu, click on sound and turn the music up</li><li>5. Hey presto you will find that music for level 1 is playing and not level 2.</li><li>6. Testing reveals that this is present in JDoom, JHeretic, JHexen</li></ol> <b>Labels:</b> Music	

#### History

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##### #1 - 2003-09-05 21:09 - skyjake

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Fixed for 1.7.13.