

## Doomsday Engine - Bug #1105

Feature # 1620 (Progressed): XG 2.0

### XG sector ambient sounds not saved/loaded

2012-12-27 14:31 - jimigrey

<b>Status:</b> Closed	<b>Start date:</b> 2012-12-27
<b>Priority:</b> High	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b> Defect	
<b>Target version:</b> 1.15	

**Description**

Like the title says: the XG sector ambient sounds aren't saved or loaded in the save games.

When I load a save on a level with them, they won't start to play again.

### History

#### #1 - 2013-03-29 08:27 - danij

- **labels:** --> XG, Audio, Sound Effects
- **priority:** 1 --> 6

#### #2 - 2013-10-19 12:21 - skyjake

- *Tags set to XG, Audio, SFX*
- *Description updated*
- *Category set to Defect*
- *Priority changed from Normal to High*
- *Target version deleted (1.9.10)*

#### #3 - 2013-10-22 15:02 - skyjake

- *Tags changed from XG, Audio, SFX to XG, Audio, SFX, SaveGame*

#### #4 - 2013-10-22 15:04 - skyjake

- *Parent task set to #1620*

#### #5 - 2014-07-02 20:34 - vermil

I would like to expand this bug report and say that no XG based sector effect appears to be saved/loaded, not just ambient sounds.

#### #6 - 2014-10-11 04:32 - danij

- *Status changed from New to In Progress*
- *Assignee set to danij*
- *Target version set to 1.15*

#### #7 - 2014-10-11 04:49 - danij

- *Status changed from In Progress to Closed*
- *% Done changed from 0 to 100*