

Doomsday Engine - Feature #1268

Individual sounds for Creatures.

2003-08-25 21:37 - skyjake

Status: Closed	Start date: 2003-08-25
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Description	
<p>Alot of the creatures (and the player) share the same sounds. It would be great to be able to make different sounds for each creature.</p>	
<p>The 3 most important sharings are:</p>	
<p>Monster pain sounds Monster nearby sounds The missile sounds of the various monsters and the player.</p>	
<p>Original game sharings:</p>	
<p>Painsound (DSPOPAIN): Zombie, Sarge, Commando, Imp, Revenant.</p>	
<p>(DSDMPAIN): Demon, Spectre, Lost Soul, Cacodemon, Knight, Baron, Arachnotron, Spiderdemon and Cyberdemon.</p>	
<p>Monster nearby sound (DSPOSACT) Zombie, Sarge, Commando and Mancubus.</p>	
<p>(DSDMACT) Demon, Lost Soul, Cacodemon, Knight, Baron.</p>	
<p>(I don't remember if the Pain Element is making sounds when it's nearby)</p>	

History

#1 - 2003-08-30 11:54 - danij

Logged In: YES
user_id=849456
Originator: NO

Duplicate

#2 - 2003-10-05 18:04 - chrisdragon

Logged In: YES
user_id=763563

Pain Elemental uses DSDMACT

#3 - 2006-08-02 04:05 - darmuss

Logged In: YES
user_id=657311

Well in general no sound sharings would be great.

#4 - 2007-05-17 20:37 - papercut2

Logged In: YES
user_id=1566636

You can do that with .deds I believe.

I dont think the weapon firing sounds can be added though,
that sparks the problem with the chaingun guy not using the
DSPISTOL sound but the DSSHTGUN sound