

Doomsday Engine - Feature #1460

Remember the playing music in save game

2008-02-19 00:49 - vermil

Status: New	Start date: 2008-02-19
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version: Modding	
Description Is it possible to allow save games to remember the actual music track being played? Currently, if you change the music mid-level through XG, the music defaults back to the level's original track if you load a save game after the music has changed. Certainly, I could envisage that this one might be a little harder than it sounds because the save game code would have to also distinguish between XG music changes and things like the music cheat code.	
Related issues: Related to Feature #1732: Libcommon savegame system Closed 2007-03-20	

History

#1 - 2008-04-24 02:40 - danij

Converting to RFE.

#2 - 2009-05-05 10:18 - vermil

Logged In: YES
user_id=1420350
Originator: YES

I wasn't sure whether to file this as a feature request or a bug/oversight. Apologies if this is the wrong place to post this one.

#3 - 2013-10-22 09:16 - skyjake

- *Tags set to SaveGame, Music, XG, Scripting*

To do this correctly, one would have to save the time elapsed since the start of the music and then after loading, seek to that position in the music file.

#4 - 2017-04-03 18:49 - skyjake

- *Target version set to Modding*