

## Doomsday Engine - Bug #2056

### Moving platforms sound origin incorrect

2015-05-16 10:47 - vermil

<b>Status:</b>	New	<b>Start date:</b>	2015-05-16
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Defect		
<b>Target version:</b>	Vanilla / Gameplay		
<b>Description</b>			
In HeXen and Heretic (I haven't tested Doom), the sound origin for moving platforms appears to be incorrect, or it doesn't appear to move with the platform at least.			
<b>Related issues:</b>			
Related to Bug #1853: [Doom] Platform movement sound origin		<b>Closed</b>	<b>2014-08-14</b>

### History

#### #1 - 2015-05-16 15:14 - skyjake

- Related to Bug #1853: [Doom] Platform movement sound origin added

#### #2 - 2015-05-16 18:21 - skyjake

- Tags set to MapData, Audio

#### #3 - 2017-04-03 13:46 - skyjake

- Target version set to Modding

#### #4 - 2019-11-29 23:01 - skyjake

- Category set to Defect

- Target version changed from Modding to Vanilla / Gameplay