

## Doomsday Engine - Bug #59

### Unwanted sound info shown

2003-06-02 21:18 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2003-06-02
<b>Priority:</b> Low	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.7.9	
<b>Description</b> Some people report that the sound-info cvar seems to be setting itself to non-zero. I <b>have</b> initialized it correctly, haven't I?	
<b>Labels:</b> User Interface	

### History

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#### #1 - 2003-06-04 17:55 - skyjake

*(originally posted by anonymous SF.net user)*

Logged In: NO

never touched that option, never seen sound info

#### #2 - 2003-06-14 17:16 - skyjake

Logged In: YES

user\_id=717323

The sound-info cvar's type was changed to CVT\_INT (from CVT\_BYTE). Perhaps not significant, but there seems to be no other explanation (except user error :-)).