

## Doomsday Engine - Bug #757

### SND\_INFO error when changing difficulty on MP setup

2009-09-02 21:30 - roffalcopter

<b>Status:</b>	Closed	<b>Start date:</b>	2009-09-02
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	daniij		
<b>Category:</b>			
<b>Target version:</b>	1.9.0-beta6		
<b>Description</b>			
<p>So, when you're setting up a match for Multiplayer (which I unfortunately couldn't play because of another error which I'm quite unsure of, I'll report it when I get the exact message again), when I change the difficulty level, I can press right once to go to Hard, and then if I press right again (which I assume would select the 5th / hardest difficulty), then I get an error about SND_INFO. By the end of doomsday.out there's this: Parsing SNDINFO... SN_InitSequenceScript: Registering sound sequences. Which if I'm not mistaken (I'm very forgetful, sorry), was the message that displayed, or something close to it.</p>			
<b>Labels:</b> jHexen Gameplay			

#### History

##### #1 - 2009-09-02 21:36 - daniij

Fixed for 1.9.0-beta6.7

##### #2 - 2010-04-05 15:25 - daniij

Multiplayer does not work at all in the current 1.9.0 beta releases. We are aware of the problems and they will be addressed for 1.9.0-beta7. Right now I would suggest you do not even attempt a multiplayer game.

This problem mentioned specifically in this report however sounds like a simple menu problem (not strictly related to multiplayer).