

Doomsday Engine - Bug #940

[Doom] Exit switches play the wrong sound

2010-11-10 18:28 - vermil

Status: Closed	Start date: 2010-11-10
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta6	
Description	
Summary says all. In Beta 6.9 they play "swtchx" when they should be playing "swtchn".	
Labels: Sound Effects	

History

#1 - 2013-09-21 19:23 - danij

Another instance where the source says one thing but does another due to a bug. The original P_ChangeSwitchTexture has a special case for exit switches which is supposed to always play swtchx for exits using line special 11. However the caller (in this case P_UseSpecialLine) short circuits this logic by specifying that it is a non-repeatable action. So in other words, the special case is never actually hit and swtchn is played (the default sound).

Clearly it was intended that swtchx was to be played.

Fixed for the upcoming 1.9.0-beta6.10