

TTDPatch - Bug #53

sound effects not playing correctly (again)

29/05/2006 03:10 PM - David Dallaston

Status:	Resolved	Start date:	29/05/2006
Priority:	Normal	Due date:	
Assignee:	Josef Drexler	% Done:	0%
Category:	Normal	Estimated time:	0.00 hour
Target version:			
Description			
TTDPatch Version: 2.5 b5 Patch Feature: newsounds (?)			
"Chuff" effects for trains are not playing in the correct sequence. This is the same problem I've had with some previous builds. It affects b5 but not b4 r342.			
Easiest way to test is to start a new game with the UKRS and build a saddle tank. In r342 it will chuff with a steady beat (4 different sound effects played in order), but in b5 they are out of sequence.			

History

#1 - 31/05/2006 02:33 AM - Josef Drexler

sorry, I can't reproduce it, no matter what I try they are always played the same order: qr_hiss_1.wav followed by three times qr_hiss_3.wav in roughly equal intervals

#2 - 07/06/2006 03:33 PM - Josef Drexler

fixed in r405

#3 - 11/07/2006 03:51 PM - Anonymous

Title: dsfhuxt@search.com

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#4 - 13/08/2006 10:16 PM - Anonymous

Title: lils9d9@search.com

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