Subject: Playing Music Bug
Posted by halo2pac on Mon, 19 Sep 2011 03:13:21 GMT
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The command SNDP does not always play a sound, especially an mp3 on player join.
Also the Command Create_2D_WAV_Sound does not play an mp3, though kind of obvious ...
would be nice to have. The Commands->Set_BackgroundMusic has the same problem.

any ideas?

Subject: Re: Playing Music Bug
Posted by jonwil on Mon, 23 Apr 2012 13:56:29 GMT
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Can anyone confirm if this bug still exists and give me exact reproduction steps?

Subject: Re: Playing Music Bug
Posted by Ethenal on Mon, 23 Apr 2012 17:16:38 GMT
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TurboDM (4.0) uses this every single match, so I assume they work fine currently?

Subject: Re: Playing Music Bug
Posted by Jerad2142 on Mon, 23 Apr 2012 17:33:30 GMT
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I'll confirm that if you join a game after someone started music it won't play for your client, but I've never had issues with it not playing for all clients when everyone is in game (unless the last played .mp3 had issues with its save, then sometimes it won't loop and shit like that; however, that's hardly Ren's fault).

Edit: And I completely misread that.

Subject: Re: Playing Music Bug
Posted by halo2pac on Fri, 27 Apr 2012 00:45:52 GMT
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Jerad Gray wrote on Mon, 23 April 2012 13:33I'll confirm that if you join a game after someone started music it won't play for your client, but I've never had issues with it not playing for all clients when everyone is in game (unless the last played .mp3 had issues with its save, then sometimes

it won't loop and shit like that; however, that's hardly Ren's fault).

Edit: And I completely misread that.

The MP3/Wav files were saved correctly. On a kill I am playing a sound either per player or to everyone, and it seems to skip for a few including my self sometimes.