

OpenMW - Bug #4180

Weapon switch sound playing even though no weapon is switched

10/30/2017 03:41 PM - Randy Davin

Status:	Closed	Start date:	10/30/2017
Priority:	Normal	% Done:	100%
Assignee:	Miloslav Číž		
Category:	Sound/Other Media		
Target version:	openmw-0.44		
Reproducibility:	Always	Severity:	Normal
Operating system:	Windows		

Description

1. Equip a weapon (only this weapon, or with any other broken weapons in inventory)
2. Press next weapon and previous weapon repeatedly
3. Switching sound is played but no weapon is switched.

Occurs after bugfix [#4104](#)

Associated revisions

Revision 5e69f603 - 10/31/2017 01:28 AM - scrawl .

Merge pull request #1531 from drummyfish/cyclefix

Don't switch weapon when cycling to the same weapon (issue #4180)

History

#1 - 10/30/2017 05:15 PM - Miloslav Číž

- Status changed from *New* to *Confirmed*

Can confirm, vanilla doesn't play the sound.

#2 - 10/30/2017 06:07 PM - Miloslav Číž

- Status changed from *Confirmed* to *In Progress*

- Assignee set to *Miloslav Číž*

#3 - 10/30/2017 06:40 PM - Alexei Dobrohotov

- Category set to *Sound/Other Media*

- Status changed from *In Progress* to *Resolved*

- Target version set to *openmw-0.44*

- % Done changed from *0* to *100*

#4 - 10/30/2017 06:40 PM - Alexei Dobrohotov

- Subject changed from *Weapon switch sound playing eventhough no weapon is switched* to *Weapon switch sound playing even though no weapon is switched*

#5 - 10/31/2017 07:02 AM - Alexei Dobrohotov

- Status changed from *Resolved* to *Closed*