

CocoMUD client - Feature #89

Add a menu item to temporarily deactivate sounds

01/17/2017 08:42 PM - Vincent Le Goff

Status:	Closed	% Done:	100%
Priority:	Normal		
Assignee:	Vincent Le Goff		
Category:	Customization		
Sprint/Milestone:	12		
Description			
A setting (in Game perhaps) to deactivate sounds for this session would be useful for some users. The silence mode, in other words.			

Associated revisions

Revision 84279362 - 05/18/2017 09:36 PM - Vincent Le Goff

Implement #89: add a menu item to disable trigger sounds

History

#1 - 05/13/2017 09:28 PM - Vincent Le Goff

- *Sprint/Milestone set to 12*

#2 - 05/18/2017 09:38 PM - Vincent Le Goff

- *Status changed from Open to Closed*

- *Assignee set to Vincent Le Goff*

- *% Done changed from 0 to 100*

Implemented in commit [84279362a58f83faa934b5fc1ce67f62a11c78fb](#).