Subject: Re: Scripts 4.3 RC5 is now available
Posted by Gen_Blacky on Fri, 17 Feb 2017 22:45:09 GMT
View Forum Message <> Reply to Message

Nice Updates.

dblaney1 wrote on Fri, 17 February 2017 11:08No, it had to do with 3d sounds. If you were near the dropoff range of the weapon you could hear the sound play full volume for a split second everytime the weapons fired. (less noticeable if you have a really high framerate) The last update fixed a lot of other stuff regarding the sounds so this was just one last minor fix. Compare it to 4.2 and you'll notice a much larger difference. I'll try to make a comparison video at some point. It was really noticeable with sounds like the harvester engine sound when it would drive towards you, you would hear it at max volume until it hit the dropoff range.This was because it was only running the volume calculations inside the dropoff range but the culling system for sounds was using boxes. Keep in mind that this issue was fixed in 4.3 rc3 so you would have to test a version older than that or use 4.2 to see the glitch I am talking about. Its really noticeable on the obelisk charge sound as well. You would hear it full volume from real far away and then when you got closer it would suddenly get really quite which is when you entered the dropoff range. The red spot is where the full volume glitch would occur.

I have noticed this a lot. I really noticed it when adding like the PT terminal bing sound for every PT. I spent a lot of time trying to manipulate the dropoff range.