
Subject: Ion Cannon plays 3D sound when deploying, nuke plays 2D sound when deploying

Posted by [iRANian](#) on Mon, 17 Apr 2017 14:28:32 GMT

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Ion Cannon plays 3D sound when deploying, nuke plays 2D sound when deploying.

Can this be fixed? Or is this intentional?

Subject: Re: Ion Cannon plays 3D sound when deploying, nuke plays 2D sound when deploying

Posted by [dblaney1](#) on Mon, 17 Apr 2017 16:48:21 GMT

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I fixed this issue in my objects.ddb for my server (included in ttfs package). Thats the only way to fix it.

Subject: Re: Ion Cannon plays 3D sound when deploying, nuke plays 2D sound when deploying

Posted by [iRANian](#) on Mon, 17 Apr 2017 20:40:34 GMT

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Well it's not really any issue if that's the default game logic.

Subject: Re: Ion Cannon plays 3D sound when deploying, nuke plays 2D sound when deploying

Posted by [dblaney1](#) on Mon, 17 Apr 2017 20:57:53 GMT

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The issue is the stock DDB is set up wrong. The actual code works the correct way.

Subject: Re: Ion Cannon plays 3D sound when deploying, nuke plays 2D sound when deploying

Posted by [iRANian](#) on Mon, 17 Apr 2017 21:01:49 GMT

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How do you know it's not intended?

Subject: Re: Ion Cannon plays 3D sound when deploying, nuke plays 2D sound when deploying

Posted by [dblaney1](#) on Mon, 17 Apr 2017 22:27:22 GMT

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Because they set the range values set correctly. They just accidentally hadn't checked the is3dsound box. Its fixed on my server and its an easy fix for anyone that wants to apply to their own server.

Subject: Re: Ion Cannon plays 3D sound when deploying, nuke plays 2D sound when deploying

Posted by [iRANian](#) on Tue, 18 Apr 2017 08:18:36 GMT

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Well maybe they decided to disable it later on..while still setting the range value.

Subject: Re: Ion Cannon plays 3D sound when deploying, nuke plays 2D sound when deploying

Posted by [dblaney1](#) on Tue, 18 Apr 2017 16:52:46 GMT

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Give me one logical reason why they would make nods beacon play across the map but not GDI. It was just a sloppy mistake done when they were rushing to release. It doesn't really matter anyway since I fixed it on my server. I recommend other servers do the same.

Subject: Re: Ion Cannon plays 3D sound when deploying, nuke plays 2D sound when deploying

Posted by [Jerad2142](#) on Tue, 18 Apr 2017 17:07:59 GMT

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Both should be 3D, makes it easier to locate them (unless its 2d, then you just know you're close but don't know what direction).

Subject: Re: Ion Cannon plays 3D sound when deploying, nuke plays 2D sound when deploying

Posted by [Gen_Blacky](#) on Tue, 18 Apr 2017 19:46:50 GMT

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I never noticed that. Make sense why I can never find the nod beacon lol.likely a mistake but very possible they did it on purpose.

Subject: Re: Ion Cannon plays 3D sound when deploying, nuke plays 2D sound

when deploying

Posted by [dblancey1](#) on Wed, 19 Apr 2017 17:09:26 GMT

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Gen_Blacky wrote on Tue, 18 April 2017 12:46 I never noticed that. Make sense why I can never find the nod beacon lol. likely a mistake but very possible they did it on purpose.

We are talking about the planting sound, not the beeping sound once its deployed.

Subject: Re: Ion Cannon plays 3D sound when deploying, nuke plays 2D sound when deploying

Posted by [Jerad2142](#) on Wed, 19 Apr 2017 19:19:48 GMT

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dblancey1 wrote on Wed, 19 April 2017 11:09 Gen_Blacky wrote on Tue, 18 April 2017 12:46 I never noticed that. Make sense why I can never find the nod beacon lol. likely a mistake but very possible they did it on purpose.

We are talking about the planting sound, not the beeping sound once its deployed.

Yeah, the nod plant sound sticks out like a sore thumb.

Subject: Re: Ion Cannon plays 3D sound when deploying, nuke plays 2D sound when deploying

Posted by [Gen_Blacky](#) on Fri, 21 Apr 2017 04:36:30 GMT

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Ah would help if I can read lol.

Subject: Re: Ion Cannon plays 3D sound when deploying, nuke plays 2D sound when deploying

Posted by [iRANian](#) on Fri, 21 Apr 2017 08:02:34 GMT

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Gen_Blacky wrote on Thu, 20 April 2017 21:36 Ah would help if I can read lol.
blackies can't read
