

Doomsday Engine - Feature #1181

Ambient sounds (in XG sectors)

2003-06-07 15:59 - skyjake

Status: New	Start date: 2003-06-07
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version: Modding	
Description Would be great, if the ambient sound volume could be adjusted in them, no need for multiple samples of one sound. Then it would be really great if there could be some fx added, like LFO controlled pitch, frequency and amplitude changes, flanger, (reverb), echo delay.	
Labels: Sound	

History

#1 - 2013-10-21 07:26 - skyjake

- Tags set to XG, SFX

#2 - 2017-04-03 18:48 - skyjake

- Target version set to Modding