

Doomsday Engine - Feature #1373

Improved ambient sounds

2005-03-24 22:27 - jimigrey

Status:	New	Start date:	2005-03-24
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Enhancement		
Target version:	Modding		

Description

Just like particles can have presimulation, ambient sounds should have that too. Or they should start playing immediately after level startup. Now they just wait for the min/max intervals to launch them.

Pitch/Volume variations. It's just waste of space to make them with a wav editor program. I know this can be done with the Link definitions in the sound definitions. I think it would be better, if it could be done in the sector type definition.

Sound radius. It's just stupid that the small computer makes so loud sounds, you can hear them miles away... Then the sound can be loud, but you can be only hear it, when your close enough to the sound source. Within the radius the sound is at the max volume and outside the radius it smoothly gets silent.

To make one sound even more different than the original sound without changing it with a wav editor, LFO/Modulation! The modulation could be done like the other sector functions, or just some predefined waveforms, like sine, tri, square... Whatever way it's done, users should be able to define the modulation rate(and to make it even more freakier, the rate could be modulated too!).

If the pitch is modulated/changed, it might be hard to know how long the sound is.. and that would bring some trouble into looping sounds. Instead of using the min/max intervals to specify the loop lenght or the sf_repeat sound flag, there could be some flag in the sector type that makes the sound looping.

Labels: Sound

Related issues:

Related to Feature #1266: Sound decorations	New	2003-08-16
Has duplicate Feature #1528: A distance field for sound defs	Closed	2011-03-25

History

#1 - 2005-04-09 21:58 - picklebro

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I agree with all of the above and if implemented would like these features available to particle sounds as well.

This would allow the creation of truly immersive environments.

I would also like to see doppler effect available as well to increase realism.

#2 - 2013-10-21 17:24 - skyjake

- *Tags set to SFX, Audio*
- *Subject changed from Some stuff for ambient sounds to Improved ambient sounds*
- *Category set to Enhancement*

#3 - 2019-11-29 16:45 - skyjake

- *Target version set to Modding*