Doomsday Engine - Feature #1528

A distance field for sound defs

2011-03-25 09:29 - vermil

Status:	Closed	**Start date:**	2011-03-25
Priority:	Normal	**% Done:**	0%
Assignee:			
Category:			
Target version:			

Description

Currently in a Doom engine game, the distance a player can hear a sound at is preset.

I would like to give some scenery mobj's ambient sounds, some quiet and some loud; realistically, the louder ones would be heard from further away than the quiet ones; currently this is not possible.

This could also potentially allow one to have more ambient sound emitting objects in close proximity without overloading the sound channels.

Labels: Sound

Related issues:

Is duplicate of Feature #1373: Improved ambient sounds	**New**	**2005-03-24**

History

#1 - 2013-10-22 11:04 - skyjake

- Status changed from New to Closed