

## Doomsday Engine - Feature #1528

### A distance field for sound defs

2011-03-25 09:29 - vermil

|  |                               |
|--|-------------------------------|
| <b>Status:</b> Closed  | <b>Start date:</b> 2011-03-25 |
| <b>Priority:</b> Normal  | <b>% Done:</b> 0%             |
| <b>Assignee:</b>   |                               |
| <b>Category:</b>   |                               |
| <b>Target version:</b>   |                               |
| <b>Description</b><br>Currently in a Doom engine game, the distance a player can hear a sound at is preset.<br><br>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.<br><br>This could also potentially allow one to have more ambient sound emitting objects in close proximity without overloading the sound channels.<br><br><b>Labels:</b> Sound |                               |
| <b>Related issues:</b><br>Is duplicate of Feature #1373: Improved ambient sounds <span style="float: right;"><b>New</b>      <b>2005-03-24</b></span>  |                               |

#### History

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

- Status changed from New to Closed