Doomsday Engine - Feature #1529

Sound affected by the world

2011-03-25 11:56 - vermil

Status:	New		**Start date:**	2011-03-25
Priority:	Normal		**% Done:**	0%
Assignee:				
Category:	Enhancement			
Target version:	Vanilla / Gameplay			

Description

In Doom, wheter a sound is heard by the player is based solely off distance from the source.

How's about an optional sound def option to make wheter a player can hear a sound, based off the world?

I.e. the sound doesn't travel through walls, closed doors and the like as if they aren't there. (if there is no open passage from the sound source to the player, the player won't hear the sound).

History

#1 - 2013-10-22 11:06 - skyjake

- Tags set to SFX, Geometry

- Subject changed from sound affected by the world to Sound affected by the world

On a general level, this is important for realism of sound effects in a 3D setting. Fortunately, FMOD should provide support for this sort of things, however we could also apply some logic ourselves.

One interesting use case would be to have sounds play muffled if coming through doors, etc.

#2 - 2019-11-29 18:59 - skyjake

- Category set to Enhancement

- Target version set to Vanilla / Gameplay