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Subject: Re: Little issue

Posted by [Jerad2142](#) on Fri, 13 Apr 2012 12:30:54 GMT

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Ethenal wrote on Thu, 12 April 2012 22:35: Could be that the windows were already destroyed before you joined, and your client thinks they're there (even though they're not). I joined Jelly Marathon earlier on Under and shot the windows out and had no sound and I'm willing to bet that's because they had already been taken out. I'm not sure if it shows the windows whether they've been destroyed or not though.

The shatter sound should still happen, because the server never updates the client whether windows are there or not. In addition, I'm pretty sure the "shatter" sound is just the standard sound effect that happens when you shoot any glass mesh.

Perhaps if TT changed the order in which events happen (make the glass shatter on hit then make a sound on hit) the sound would quit happening because it wouldn't be there to make the sound; However I highly doubt that's the case.

It could be that you have already met your max sound effect limit, and because glass sounds are a lower priority they just do not play?

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