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Subject: Re: New scripts 4.2 test build is now available

Posted by [dblaney1](#) on Fri, 16 Jan 2015 09:22:10 GMT

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I also noticed that sounds play past the dropoff range at max volume. I have an obelisk charge sound set to 150 max volume and 300 dropoff. it works good all the way to the dropoff point but once you get a little bit past that it starts playing at full volume and then a little further again it completely cuts out. if you move forward it starts playing full volume again until you get closer to the dropoff point where it cuts out completely again.

This is with a 4.1 server and a 4.2 client. Could this be a netcode issue. it seems to start occurring when you reach the max draw distance. Does the server take over sending the sounds at that point?

Heres a quick graphic I made of the volume verse the distance from the sound. Hopefully this explains what I am referring to better.

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