
Subject: Sound Issue

Posted by [trunkskgb](#) on Sat, 10 Dec 2005 01:30:57 GMT

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For example, you could be in the GDI base on City Flying running around and hear things like, the Obelisk charging up. Or an Orca flying around the nOd base. You're picking up all these sounds and it becomes hard to determine what's actually close to you or not. Is this something that could be fixed and to be considered working on?

Subject: Re: Sound Issue

Posted by [Ma1kel](#) on Sat, 10 Dec 2005 10:15:45 GMT

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Don't think so.

Subject: Re: Sound Issue

Posted by [danpaul88](#) on Sat, 10 Dec 2005 11:42:45 GMT

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its fixable by adjusting the sound dropoff for things, BUT i don't think its fixable in a core patch without causing a version mismatch between cp and non-cp users

Subject: Re: Sound Issue

Posted by [light](#) on Sat, 10 Dec 2005 20:10:02 GMT

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I don't find it an issue. It can be quite handy to hear orcas flying around over the other side of the map

Subject: Re: Sound Issue

Posted by [danpaul88](#) on Sat, 10 Dec 2005 22:18:36 GMT

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yeah, especially on maps like city flying you can hear orcas and apaches coming to attack before they get near, so it can be quite useful. and when you hear the obelisk charging a few times you know someones attacking the nod base (or just decided to commit suicide...)
