
Subject: sound issue

Posted by [Poskov](#) on Sun, 08 Nov 2009 07:43:34 GMT

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Has the maximum # of simultaneous sounds been increased?

Subject: Re: sound issue

Posted by [EvilWhiteDragon](#) on Mon, 09 Nov 2009 09:29:12 GMT

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I'm not sure, but most likely not, as we can't do much with the sound API (miles). But one of the coders could give you a more accurate answer.

Subject: Re: sound issue

Posted by [Sladewill](#) on Mon, 09 Nov 2009 15:07:31 GMT

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that can be more of a problem opening it up, as allowing more sound spam. Its bad enough as it is.

Subject: Re: sound issue

Posted by [Jerad2142](#) on Mon, 09 Nov 2009 17:27:19 GMT

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Sladewill wrote on Mon, 09 November 2009 08:07that can be more of a problem opening it up, as allowing more sound spam. Its bad enough as it is.

Well usually a sound plays and that kills the continuous sound of the rain or something like that, which is pretty annoying if you ask me.

Subject: Re: sound issue

Posted by [GEORGE ZIMMER](#) on Mon, 09 Nov 2009 17:54:58 GMT

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Sladewill wrote on Mon, 09 November 2009 09:07that can be more of a problem opening it up, as allowing more sound spam. Its bad enough as it is.

If you're referring to radio sound spam, that's different. Those are limited anyways.

There's not much you can do to intentionally sound spam outside of highly modded servers, so yeah...

Subject: Re: sound issue
Posted by [StealthEye](#) on Mon, 09 Nov 2009 22:31:16 GMT
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Give me an easy way to reproduce and test this, and I'll have a look. I can't promise anything though; audio is one of the parts we know little about and have hardly touched so far.

Subject: Re: sound issue
Posted by [RTsa](#) on Tue, 10 Nov 2009 13:51:38 GMT
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It would probably be pretty hard to reproduce without some sort of script/something, which plays a lot of sounds as you normally need quite a few players ingame for the sounds to go missing..

Subject: Re: sound issue
Posted by [Sladewill](#) on Tue, 10 Nov 2009 14:01:18 GMT
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i actually ment spam intentionally by servers.

Subject: Re: sound issue
Posted by [Jerad2142](#) on Tue, 10 Nov 2009 14:54:52 GMT
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RTsa wrote on Tue, 10 November 2009 06:51It would probably be pretty hard to reproduce without some sort of script/something, which plays a lot of sounds as you normally need quite a few players ingame for the sounds to go missing..
Make a shot gun preset with a priority of 0.7 and then make it really loud, that will override the rain sound on every shot I do believe.
If it doesn't just give it a priority of 1.0, that kills rain sound for sure, and the sound of the rain falling will never start back up.

Subject: Re: sound issue
Posted by [Poskov](#) on Sat, 28 Nov 2009 06:43:23 GMT
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Jerad2142 wrote on Tue, 10 November 2009 08:54RTsa wrote on Tue, 10 November 2009 06:51It would probably be pretty hard to reproduce without some sort of script/something, which plays a lot of sounds as you normally need quite a few players ingame for the sounds to go missing..
Make a shot gun preset with a priority of 0.7 and then make it really loud, that will override the rain sound on every shot I do believe.

If it doesn't just give it a priority of 1.0, that kills rain sound for sure, and the sound of the rain falling will never start back up.
Jerad2142 is right on the \$, that's exactly the problem which needs to be fixed. Seriously Ren has a sound limit of 8 (I'm not kidding)

Subject: Re: sound issue
Posted by [StealthEye](#) on Sat, 28 Nov 2009 15:43:12 GMT
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It's 16, and it's upgraded to 256 in TT.

Subject: Re: sound issue
Posted by [Omar007](#) on Sun, 29 Nov 2009 02:22:08 GMT
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Very nice job
