
Subject: Little issue

Posted by [YesNoMayb](#) on Sun, 08 Apr 2012 02:43:15 GMT

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The windows of hon don't make sounds when you destroy them. This isn't a problem that affects gameplay but I'm used to the sound of them breaking.

Subject: Re: Little issue

Posted by [EvilWhiteDragon](#) on Mon, 09 Apr 2012 16:38:50 GMT

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cleaned the topic

Now on track. I'm pretty sure that as soon as one of the coders has time he'll look into it.

Subject: Re: Little issue

Posted by [Jamie or NuneGa](#) on Mon, 09 Apr 2012 16:42:34 GMT

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YesNoMayb wrote on Sun, 08 April 2012 03:43The windows of hon don't make sounds when you destroy them. This isn't a problem that affects gameplay but I'm used to the sound of them breaking.

Mine do...

Subject: Re: Little issue

Posted by [jonwil](#) on Mon, 09 Apr 2012 16:57:15 GMT

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Mine work as well.

Subject: Re: Little issue

Posted by [iRANian](#) on Mon, 09 Apr 2012 17:36:33 GMT

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I don't hear a sound when the windows in the Hand of Nod break.

Subject: Re: Little issue

Posted by [Ani](#) on Tue, 10 Apr 2012 01:35:45 GMT

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Oddly enough, sometimes I can hear it, sometimes I can't..

Is this possible due to joining mid-game and the glass already being broken server-side but not client-side and the server manages the sound?

Subject: Re: Little issue
Posted by [Xpert](#) on Tue, 10 Apr 2012 01:37:19 GMT
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Animoskity wrote on Mon, 09 April 2012 21:35: Oddly enough, sometimes I can hear it, sometimes I can't..

Is this possible due to joining mid-game and the glass already being broken server-side but not client-side and the server manages the sound?

Good theory, but even before 4.0, you will still hear the glass sound even if it's broken already before you joined the game.

Subject: Re: Little issue
Posted by [YesNoMayb](#) on Thu, 12 Apr 2012 23:45:55 GMT
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From playing a bit more, the sound happens on and off. Sometimes it will work and sometimes it won't.

Subject: Re: Little issue
Posted by [Ethenal](#) on Fri, 13 Apr 2012 04:35:29 GMT
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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.

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 beings glass sounds are a lower priority they just do not play?

Subject: Re: Little issue
Posted by [StealthEye](#) on Fri, 13 Apr 2012 14:12:02 GMT
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The order won't be the problem.

I can't reproduce the issue in 1p LAN, can someone who experiences this issue try it in a client hosted LAN game and see if they can reproduce it?

Perhaps it is a matter of too many sounds being played indeed. There is also still another sound issue relating to some of the sound cache getting corrupt, it might be related.

Subject: Re: Little issue
Posted by [jonwil](#) on Fri, 13 Apr 2012 14:25:13 GMT
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FYI, the shatter sound comes via surfaceeffects.ini, basically the game plays the same sound on a shatter as it would when a bullet hits the object.

Subject: Re: Little issue
Posted by [iRANian](#) on Fri, 13 Apr 2012 22:52:42 GMT
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I can reproduce it on Walls_Flying in 1player LAN.

Subject: Re: Little issue
Posted by [StealthEye](#) on Sat, 14 Apr 2012 12:09:17 GMT
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Doing anything special? I can't seem to reproduce it the same way here.

Subject: Re: Little issue
Posted by [iRANian](#) on Sat, 14 Apr 2012 13:13:25 GMT
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Not doing anything special at all. I think I might have a modified surfaceeffects.ini in my ttfs folder or something, could that affect it?

Subject: Re: Little issue
Posted by [StealthEye](#) on Sun, 15 Apr 2012 01:55:52 GMT
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It shouldn't, but maybe try without it?

Subject: Re: Little issue
Posted by [Jerad2142](#) on Sun, 15 Apr 2012 02:35:30 GMT
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What gun is this happening with?

Subject: Re: Little issue
Posted by [Aircraftkiller](#) on Sun, 15 Apr 2012 03:54:18 GMT
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If the exterior glass mesh (I'm assuming the interior mesh was set to Glass material type) isn't using Glass as a material type, it won't make a glass shattering sound when shot. An example of this is the Airstrip windows. They will never make a shattering sound unless someone edits the W3D file to associate those meshes with the Glass material, or if they make a custom level that sets the glass meshes to the Glass material. That's what plugs into surfaceeffects.ini as Jonwil mentioned.

It depends on the level being played, I imagine. It could very well be the same type of issue that happens on different levels, where the level artist set the material types improperly. Tse Cheng Lo, for example, set the majority of Nod textures (even the Airstrip tarmac) to the Heavy Metal material type for Canyon. This is why almost every building on Canyon for Nod sounds like dense metal when shot. Even the red pad on the Airstrip which normally sounds like concrete, even though the red pad uses the texture applied to the Power Plant on other levels which is set to

Heavy Metal.

There's a bit of inconsistency with material types with Westwood creations. It's a sticking point for me since I hate hearing a bullet effect that isn't set correctly. I've tried to keep it consistent across most of my work over the years.
