

ET: Legacy Development - Bug #1212

Disable flying rifle grenade sound

28.02.2019 16:08 - Bystry

Status:	New	% Done:	0%
Priority:	Low		
Assignee:			
Category:	Mod CGAME		
Target version:	2.77		
OS:		Arch:	
Description			
Remove very annoying sound of rifle grenade flying next to/towards a player.			
Hatcher wrote on Discord (19.02.2019):			
I've found that sound. It's an original sound file from etmain's pak0.pk3. sound\weapons\garand\m1_grenade_fly.wav sound\weapons\k43\k43_grenade_fly.wav Most likely the original developers decided on not using it after all for the same reason we're complaining about. It's not just annoying but also a cheesy sound effect. Later mods like ETPub which Legacy is based on must've decided to reintroduce it if it wasn't somebody from Legacy.			

History

#1 - 28.02.2019 16:08 - Bystry

- Subject changed from *Disable flying rifle name sound* to *Disable flying rifle grenade sound*

#2 - 01.03.2019 15:15 - Spyhawk

- Category set to *Mod CGAME*

- Priority changed from *Normal* to *Low*

- Target version set to *2.77*

#3 - 09.03.2019 16:28 - Spyhawk

Note: the SDL and OpenAL backend provide a quite different experience (f.e., I don't even hear that sound when using the grenade launcher with SDL2, and with OpenAL it actually improves the audio experience imho). I don't understand the complaints from people saying it's "loud" and "cheesy", but these issues might be due to using SDL2 - I have been using OpenAL as my backend of choice for a long time now. Test and investigate with SDL2 backend.

#4 - 02.04.2019 18:55 - Aranud

Little analyze : in the code below, the riflenade shoot sound is called like this (from CG_Missile in cg_ents.c) :

```
trap_S_AddLoopingSound(cent->lerpOrigin, velocity, weapon->missileSound, volume, 0);
```

```
// add missile sound
```

```
if (weapon->missileSound)
{
    if (GetWeaponTableData(cent->currentState.weapon)->type x%x% WEAPON_TYPE_RIFLENADE)
    {
        if (!cent->currentState.effect1Time)
        {
            int flytime = cg.time - cent->currentState.pos.trTime;
```

```

        if (flytime > 300)
        {
            // have a quick fade in so we don't have a pop
            vec3_t velocity;
            int volume = flytime > 375 ? 255 : (int)((75.f / ((float)flytime - 300.f)) * 255);

            BG_EvaluateTrajectoryDelta(x%x%cent->currentState.pos, cg.time, velocity, qfalse, -1);
            trap_S_AddLoopingSound(cent->lerpOrigin, velocity, weapon->missileSound, volume, 0);
        }
    }
}
else
{
    vec3_t velocity;

    BG_EvaluateTrajectoryDelta(x%x%cent->currentState.pos, cg.time, velocity, qfalse, -1);
    trap_S_AddLoopingSound(cent->lerpOrigin, velocity, weapon->missileSound, 255, 0);
}
}
}

```

the called function work like this :

```
void trap_S_AddLoopingSound(const vec3_t origin, const vec3_t velocity, sfxHandle_t sfx, int volume, int soundTime)
```

In SDL all the parameters are used but with OpenAL we are unusing range and SoundTime parameters.

Range is set by default at 1250, and the SoundTime is set to 0 for riflenade missile fly sound This mean no looping sound and no sound at all !!!
 The non implement SoundTime parameters in OpenAL "play" the sound we never hear before with SDL2 ... because this sound was shut down.