

ET: Legacy Development - Bug #241

Sound and video not matching in demo when timescale is other than 1

07.03.2013 15:57 - Saukko

Status: New	% Done: 0%
Priority: Normal	
Assignee:	
Category: Client	
Target version: 2.78	
OS:	Arch:
Description So as the title says, when you for example slowdown the demo under 1 timescale, then the video and sound won't be synced. I have a test demo which I just used to lower the timescale under 1. Slowing down the demo will also result in that the console will come down slower than used to.	
Related issues: Related to ET: Legacy Development - Bug # 922: Fix timescale div 0 issues Feedback 14.03.2016	

History

#1 - 07.03.2013 17:22 - Jacker

The console speed is tied to the timescale, and when the demo is slowed down the console is also slowed down.. This is actually how it works on vanilla ET. Ill check the sync though.

#2 - 07.03.2013 19:44 - Saukko

Jacker wrote:

The console speed is tied to the timescale, and when the demo is slowed down the console is also slowed down.. This is actually how it works on vanilla ET. Ill check the sync though.

Is it possible to untie the slowing console, because when we go to enough slow timescale, it takes forever for the console to come down?

#3 - 08.03.2013 13:09 - Jacker

Well i need to check this out but i believe that to "untie" console from the effects of the timescale would be a large overhaul of the client source, but ill check what i can do.

#4 - 13.03.2013 09:56 - IR4T4

- *Category set to Client*

- *Target version set to 2.71rc2*

#5 - 02.08.2013 12:18 - IR4T4

- *Target version changed from 2.71rc2 to 2.78*

#6 - 24.08.2016 19:49 - IR4T4

- *Related to Bug #922: Fix timescale div 0 issues added*

Files

demo0000.dm_84

95.3 KB

07.03.2013

Saukko