

ET: Legacy Development - Bug #836

misplaced sounds on explosive debris

04.04.2015 11:26 - keMoN

Status:	New	% Done:	0%
Priority:	Normal	Spent time:	0.00 hour
Assignee:			
Category:	Mod generic		
Target version:	2.78		
OS:		Arch:	
Description			
<p>The debris from explosives (airstrikes, nades,...) plays misplaced sounds when disappearing. Especially the sound of breaking bone is misplaced and distracting imo, since there aren't always bones to break. Also the balance between the different sounds feels wrong. Most sound (besides the explosion) would come from the bombed structure (mostly concrete, rock) rather than flying shrapnel from the shells. I propose to completely remove the bone sound and either tone the metal sound down or also remove it.</p> <p>I also propose to scale the metal debris down a bit, since (in most cases) the only metal flying around can come from the bombshell, grenade casing, which isn't much compared to the concrete/rock bits from the bombed structure.</p>			
Related issues:			
Related to ET: Legacy Development - Bug # 802: Grenades exploding mid-air pro...		Fixed	28.01.2015

History

#1 - 04.04.2015 12:13 - Spyhawk

- Category set to Mod generic
- Target version set to 2.74

#2 - 04.04.2015 13:21 - keMoN

- Description updated

#3 - 21.05.2015 15:02 - IR4T4

- Target version changed from 2.74 to 2.78

#4 - 31.01.2017 11:46 - keMoN

- File explosion sound.mp4 added

I have the feeling that all sounds are really weirdly misplaced. Except for maybe the stone sound. I have attached a video from support-fire in fueldump.

Notice the wood sound and especially the one at the end of the video, after everything is already over.

The flying debris is really nice, but maybe it's best to leave the sounds (except maybe stone/default) out of this?

#5 - 31.01.2017 14:17 - Spyhawk

- Target version changed from 2.78 to 2.76

#6 - 31.01.2017 16:09 - IR4T4

I would love to see all the debris stuff surface dependant but this isn't constantly set in ET (see surface parms).

Let's just find other fitting sounds and replace the ugly ones.

#7 - 31.01.2017 16:32 - Spyhawk

IR4T4 wrote:

I would love to see all the debris stuff surface dependant but this isn't constantly set it ET (see surface parms).

Let's just find other fitting sounds and replace the ugly ones.

Could this be done for some surfaces (if parameters are defined), with a fallback on a default sound if they aren't?

#8 - 31.01.2017 16:39 - keMoN

Isn't that what is currently happening?

The wood sound is because there are trees placed there which have surfaceparm wood.

#9 - 31.01.2017 16:47 - Spyhawk

- *Related to Bug #802: Grenades exploding mid-air produce debris added*

#10 - 31.01.2017 16:50 - Spyhawk

You are correct. Other surface could be added too.

#11 - 29.06.2017 20:19 - IR4T4

- *Target version changed from 2.76 to 2.78*

Files

explosion sound.mp4	7.05 MB	31.01.2017	keMoN
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