

## Ryzom - Feature # 1413

<b>Status:</b>	New	<b>Priority:</b>	Low
<b>Author:</b>	sfb	<b>Category:</b>	NeL: General
<b>Created:</b>	12/15/2011	<b>Assignee:</b>	
<b>Updated:</b>	12/16/2011	<b>Due date:</b>	
<b>Subject:</b>	Move Reverb Environment definitions to be part of the mixer config sheet.		
<b>Description</b>			
<p>Currently the reverb environments are manually created in the audio mixer user classes (CAudioMixerUser::initDevice) and there's even a comment saying "// todo: loading this data from a file or something would be neat". I don't see why it couldn't be. It is a string and a series of float values used to create a new object. It could be "neat" as the comment states.</p>			

### History

#1 - 12/16/2011 04:32 am - kaetemi

Why from the mixer config sheet? Makes no sense.

Make it a sheet per reverb setting.

Issue is that these need to be synced with 3ds Max node properties as well, since this is where they are defined for use inside buildings, etc.