

Ryzom - Feature # 1459

Status:	Closed	Priority:	Normal
Author:	kaetemi	Category:	NeL: Sound
Created:	04/10/2012	Assignee:	kaetemi
Updated:	04/12/2012	Due date:	

Subject: Grouping sound sources

Description

We need the ability to group sound sources, in order to allow both the user and designers to set the volume for different kinds of sounds by type. Groups should be in a tree structure for finer control by game designers. Default groups will be effects, dialog and music. These will be created dynamically based on the group path set in the sound sheets. This feature is necessary to be implemented on NLSOUND level, in order to allow separate volume control for music, as it is still not possible in OpenAL to assign different mixing paths or to have more than one listener object for playing sources.

History

#1 - 04/10/2012 06:20 pm - kaetemi

- Status changed from Assigned to Resolved
- % Done changed from 0 to 100

Applied in changeset commit:e918872e44b0.

#2 - 04/12/2012 07:37 pm - kaetemi

- Status changed from Resolved to Closed