

## Ryzom - Bug # 52

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	kaetemi	<b>Category:</b>	NeL: General
<b>Created:</b>	09/04/2008	<b>Assignee:</b>	kaetemi
<b>Updated:</b>	09/30/2010	<b>Due date:</b>	
<b>Subject:</b>	Environment updates are not sent to sound driver if only the environment size changes		
<b>Description</b>	Sound system does not send driver setEnvironment updates if only the size of the environment changed, environment size changes are pretty important. Needs to be fixed.		

### History

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**#1 - 09/04/2008 02:34 pm - kaetemi**

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

Applied in changeset r212.

**#2 - 09/04/2008 02:34 pm - kaetemi**

- Status changed from Resolved to Closed

**#3 - 09/08/2008 05:58 pm - kervala**

- Target version set to Version 0.7.0

**#4 - 09/29/2010 09:08 pm - kervala**

- Project changed from NeL to Ryzom
- Category deleted (Sound)
- Target version deleted (Version 0.7.0)

**#5 - 09/30/2010 09:13 am - kervala**

- Category set to NeL: General
- Target version set to Version 0.7.0