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Mapping: Avoiding the Vehicle Engine Sound Bug

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- Jaymz **Avoiding the Vehicle Engine...** 03-09-2009, 02:41 PM
- [R-DEV]Rhino

 Re: Avoiding the vehicle... 05-16-2009, 01:12 PM
- Katarn

 Re: Avoiding the vehicle... 05-16-2009, 01:16 PM
- [R-DEV]Rhino

 Re: Avoiding the vehicle... 05-16-2009, 01:18 PM

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#1

Jaymz

Retired PR Developer

SUPPORTING MEMBER

General

Join Date: Apr 2006

Posts: 9,041

Ireland

Blog Entries: 5

**Avoiding the Vehicle Engine Sound Bug**

This is a template for mappers to reference when deciding upon the view distance of a map.

**Jets**

If your map doesn't have a view distance of at least **1km**, you will have the sound bug with jets. Hence, players will hear invisible jets all over the map.

**Helicopters**

If your map doesn't have a view distance of at least **800m**, you will have the sound bug with helicopters. Hence, players will hear invisible helicopters all over the map.

**Tanks and all large tracked vehicles**

If your map doesn't have a view distance of at least **600m**, you will have the sound bug with tanks and other large tracked vehicles. Hence, players will hear invisible tracked vehicles all over the map.

**Other vehicles**

Granted the maps view distance is over 300m, no issues will be had with any other vehicle type in PR.

**Deciding between view distance and assets on a new map for PR**

Simple, if you are going to make a map with helicopters on it, make sure the view distance is 800m minimum. If it's less, people are going to be hearing invisible helicopters all over the map (examples in 0.85 being Jabal, Barracuda and Qwai).

**Deciding between view distance and assets on a current map in PR already**

Qwai river is a prime example. Right now, the sound bug gets triggered several times for all players in a round due to the scout choppers flying around. It's also triggered occasionally by the PLA tank. To avoid the sound bug, this map either needs these assets removed, or needs to have it's view distance completely overhauled. The latter being unlikely because it was designed for it's current (short) view distance.



Jaymz

"Clear the battlefield and let me see, All the profit from our victory." - Greg Lake

Last edited by Jaymz; 03-19-2009 at 04:08 PM..

QUOTE

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