

---

Subject: Re: Little issue

Posted by [Aircraftkiller](#) on Sun, 15 Apr 2012 03:54:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

If the exterior glass mesh (I'm assuming the interior mesh was set to Glass material type) isn't using Glass as a material type, it won't make a glass shattering sound when shot. An example of this is the Airstrip windows. They will never make a shattering sound unless someone edits the W3D file to associate those meshes with the Glass material, or if they make a custom level that sets the glass meshes to the Glass material. That's what plugs into surfaceeffects.ini as Jonwil mentioned.

It depends on the level being played, I imagine. It could very well be the same type of issue that happens on different levels, where the level artist set the material types improperly. Tse Cheng Lo, for example, set the majority of Nod textures (even the Airstrip tarmac) to the Heavy Metal material type for Canyon. This is why almost every building on Canyon for Nod sounds like dense metal when shot. Even the red pad on the Airstrip which normally sounds like concrete, even though the red pad uses the texture applied to the Power Plant on other levels which is set to Heavy Metal.

There's a bit of inconsistency with material types with Westwood creations. It's a sticking point for me since I hate hearing a bullet effect that isn't set correctly. I've tried to keep it consistent across most of my work over the years.

---