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Subject: Broken Surface Effects

Posted by [Aircraftkiller](#) on Tue, 06 Apr 2004 18:03:06 GMT

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I noticed this while modifying surfaceeffects.ini - anything dealing with tracked vehicles seems to be broken, except for emitters.

The decals for driving over surfaces with a tracked vehicle will not appear, and the sounds for them won't play, either.

Has anyone had any success with it? I can provide a modified version of it if you want to figure out what's wrong, tanks with actual environmental sounds would be rather good to hear in-game.

Though I'm starting to suspect it's a game engine code problem that isn't allowing the sounds to work for tracked vehicles. They work just fine for wheeled ones, though...

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