Subject: Sound emitters attached via aggregate crashes
Posted by Aircraftkiller on Wed, 24 Aug 2011 01:47:43 GMT
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I'm having an issue with the blossom trees and the associated sounds. I've created a bone called tibsound, and it has an aggregate attached named fjord_blsm_s. This is the sound file I've created in W3D Viewer. It works fine in W3D Viewer, but it crashes Renegade.

I was thinking that it might be a sound file that's incompatible with Renegade, since I mixed it together from a few sources and tried to make it "blossomy" so that it fit the tree. I tested it by using a sound from Renegade and still got the same crashing.

I've attached the files if anyone could help debug this problem. The trees look great in-game, but I'd like to push it farther with a sound aggregate.

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File Attachments
1) blossom-tree.rar, downloaded 142 times
```

Subject: Re: Sound emitters attached via aggregate crashes
Posted by jonwil on Wed, 24 Aug 2011 01:52:42 GMT
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I dont think its aggregates that are broken, I think its sound render objects. No idea why they are broken though.

EDIT:
This seems to a bug in scripts 4.0. Will need one of the guys to debug it and see whats wrong.

Subject: Re: Sound emitters attached via aggregate crashes
Posted by Jerad2142 on Sun, 28 Aug 2011 16:43:07 GMT
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Incorrect, this is a bug in stock ren, but it only happens with animated tiles, it also only happens if you aren't in sound range and the sound turns off (and maybe on).

Rp2 had this issue with its original train crossings before we turned them into simple objects.

Subject: Re: Sound emitters attached via aggregate crashes
Posted by Aircraftkiller on Mon, 29 Aug 2011 00:19:33 GMT
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Doesn't matter, it's fixed in 4.0 now.

Subject: Re: Sound emitters attached via aggregate crashes
Posted by Jerad2142 on Mon, 29 Aug 2011 20:39:26 GMT
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Good to know, thanks for keeping us to date then!