

## OpenMW - Feature #2199

### Directional sound for NPC voices

12/09/2014 01:26 PM - scrawl .

<b>Status:</b>	New	<b>Start date:</b>	12/09/2014
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Sound/Other Media		
<b>Target version:</b>	openmw-future		
<b>Severity:</b>	Normal		
<b>Description</b>			
Chris wrote:			
An enhancement to this would also be to also set the sound emitter's direction according to the NPC's direction, and set appropriate cone angles (this will make it so an NPC facing away from you will have a more dulled speaking volume).			