

## Animation INI middle-column sounds should be played

1. Start a new ToB game with the Abdel pregenerated character
2. Summon a Fallen Deva: C:CreateCreature("devaevil")
3. Attack the Fallen Deva once and let her attack you

### Observed

Only SOLARF01.wav is played upon the Deva's attacks with a 50% chance. SOLARF02.wav is ignored by the game engine.

### Expected

SOLARF01.wav, SOLARF02.wav or no sound should be played upon the Deva's attacks with a ~33% chance each as set in the animation INI file:

```
[sounds]
attack=solarf01,solarf02,blank
```

### Notes

The above applies to BGEE and all the other animations and sound slots. The game engine ignores any middle-column sounds, i.e., only the first and the last columns are recognized:

```
[sounds]
attack=sound1,ignored,ignored,ignored,ignored,sound6
attack_frame=0,0,0,0,0,0
awake=sound7,ignored,blank
awake_frame=0,0,0
```

This issue is fixed by TobEx core component for the original BG2.

## Animation INI slash, backslash and jab sounds should be played

1. Start a new ToB game with the Abdel pregenerated character
2. Summon a Wandering Horror: C:CreateCreature("mistwa01")
3. Let the monster attack you

### Observed

MIST03.wav, MIST04.wav and MIST05.wav are never played upon the Horror's attacks.

### Expected

MIST03.wav should be played with a ~33% chance when the Wandering Horror uses the slash animation.

MIST04.wav should be played with a ~33% chance when the Wandering Horror uses the backslash animation.

MIST05.wav should be played with a ~33% chance when the Wandering Horror uses the jab animation:

```
[sounds]
attack_slash=mist03,blank,blank
attack_slash_frame=2,0,0
attack_backslash=mist04,blank,blank
attack_backslash_frame=2,0,0
attack_jab=mist05,blank,blank
attack_jab_frame=2,0,0
```

### Notes

The above applies to BGEE all the other animations. The game engine ignores slash, backslash and jab attack animation sounds:

```
[sounds]
attack_slash=ignored
attack_slash_frame=ignored
attack_backslash=ignored
attack_backslash_frame=ignored
attack_jab=ignored
attack_jab_frame=ignored
```

This issue is fixed by TobEx component "Enable Animation Attack Sounds."

## Animation INI attack sounds should not overlap CRE attack sounds

1. Start a new BGEE game with the Abdel pregenerated character
2. Summon a Wolf: C:CreateCreature("wolf")
3. Let the Wolf attack you.

### Observed

WOLFF05.wav set in the WOLF.cre ATTACK1 soundset slot is played upon all the Wolf's attacks.  
DWOLF05.wav set in the animation INI file overlaps WOLFF05.wav on 50% of attacks.

```
[sounds]
attack=dwolf05,blank,blank
attack_frame=0,0,0
```

Sound: BATTLE_CRY3	No such index
Sound: BATTLE_CRY4	No such index
Sound: BATTLE_CRY5	No such index
Sound: ATTACK1	[WOLF 05]
Sound: ATTACK2	[WOLF 06]
Sound: ATTACK3	No such index
Sound: ATTACK4	No such index
Sound: DAMAGE	[WOLF 08]
Sound: DYING	[WOLF 09]
Sound: HURT	No such index
Sound: AREA_FOREST	No such index

### Expected

DWOLF05.wav should never be played on top of WOLFF05.wav. Attack sounds present in CRE soundsets should take priority over and disable attack sounds set in animation INI files to allow for individual creature customization.

### Notes

The above applies to BG2EE and all the other animations. The game engine allows both INI and CRE attack sounds to be played simultaneously.

## Alternative attack sounds referenced in CRE files should be played

1. Start a new BGEE game with the Abdel pregenerated character
2. Summon a Wolf: C:CreateCreature("wolf")
3. Let the Wolf attack you.

### Observed

Only WOLFF05.wav set in the WOLF.cre ATTACK1 soundset slot is played upon all the Wolf's attacks. WOLFF06.wav is never played.

Sound: BATTLE_CRY3	No such index
Sound: BATTLE_CRY4	No such index
Sound: BATTLE_CRY5	No such index
Sound: ATTACK1	[WOLF 05]
Sound: ATTACK2	[WOLF 06]
Sound: ATTACK3	No such index
Sound: ATTACK4	No such index
Sound: DAMAGE	[WOLF 08]
Sound: DYING	[WOLF 09]
Sound: HURT	No such index
Sound: AREA_FOREST	No such index

### Expected

WOLFF05.wav should be played when the Wolf uses slash attack animation and WOLFF06.wav should be played when the creature uses backslash attack animation.

### Notes

The above applies to BG2EE and all the other creature files. The game engine ignores attack sound slots ATTACK2, ATTACK3 and ATTACK4 referenced in CRE files.

To allow for full creature customization the attack sound slots should be matched with attack animations:

ATTACK1 – only played upon slash animations

ATTACK2 – only played upon backslash animations

ATTACK3 – only played upon jab animations

ATTACK4 – only played upon shoot animations

This way modders can use the existing creature animations with custom attack sounds.