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Subject: How to enable tracked vehicle sounds

Posted by [Deactivated](#) on Sat, 31 Jul 2004 19:49:55 GMT

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Often overlooked (so I did also until now), the tracked vehicle sound effects are functional. Basically what it does is make your tracked vehicle make track noises as it rolls over terrain. The symptom: Sound0= is not defined for tracked vehicles in surfaceeffects.ini. Standard renegade tracked vehicles do not have E (engine force) applied to their wheel/track bones

1. Do your tracked vehicle model as usual.
  2. Add E to end of each WheelP bone (Eg. WheelP1LE and WheelP4RE). The sound effect will play when those wheel bones with E cross over specific terrain.
  4. Add Sound0=ConcreteTrackRoll (or any other sound you prefer) to surfaceeffects.ini under the [(terrain name)\_Track Rolling] and [(terrain name)\_Track Sliding] section.
  3. For a final touchup, edit the preset settings for the tracked vehicle sounds in Level Editor.
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