
Subject: Re: How to enable tracked vehicle sounds
Posted by [Fabian](#) on Sun, 01 Aug 2004 22:53:37 GMT
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SeaManOften 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.

Please directly quote where Seaman claims credit for this process.
