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Subject: Building sound twiddlers

Posted by [Slave](#) on Thu, 12 Jul 2007 21:53:13 GMT

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Inside leveledit, on the official westwood maps, you can find plenty of dave's arrows. Almost all have sound twiddler scripts attached to them. Those are supposed to play random sounds at a given interval, at the location of the arrow.

I've been trying to do pretty much the same, while using unused sound strings from always.dat. I triple checked every value of the script, made sure the building controller ID and other stuff were set up correct, but it simply refuses to work. Even when editing an existing westwood arrow found on a westwood map.

No, I'm not trying this serversided, it's a fresh map.

Some idea's I had:

- It's the .mix format that fux everything up
- Westwood did a crappy job on the scripts, since some other default twiddlers don't work correct either.
- I missed something.

So if anyone knows how to get closer to a fix, I would say tnx.

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