
Subject: Re: [REQUEST]Sound on turret rotate
Posted by [danpaul88](#) on Fri, 28 Dec 2012 19:28:38 GMT
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UPDATE;

Looking at the code in the script, I think it has a flaw in the way it works. Regardless of which timer fires (Timer1 or Timer2) it restarts Timer1, which means you end up with multiple trigger instances for Timer1 running concurrently... this shouldn't stop the script working, but it will add a lot of unnecessary overhead.

The other bug in the script is that it assumes the sound object has a bone named "turret", despite the fact that the object itself is attached to the parent vehicles turret bone. That will either make it play the sound at the origin position (good) or not at all (bad).

I'm not sure whether it's a good idea to modify the script at this time since another map or mod might have it up and running... then again, since it was written for a now-defunct mod (RA2:Venegence) it's possible it is unused and could be fixed.
