dblaney1 wrote on Wed, 24 December 2014 14:36What about a workaround. Maybe a way to have a simplegameobj have a sound that loops when it is on the map. Add an ambient sound setting to simplegameobjs definition. If you get destroy the object the sound stops playing. Sort of like the beacon beeping sound or an engine sound. Then you could also make an script that you can attach to a Daves arrow that spawns the simple object on creation, destroys it on building destruction and spawns it again on restore. That would make the building state sounds work client side. Being able to attach ambient sounds to simplegameobjs would have a lot of other uses as well so this functionality would benefit more than just building state sounds.

The sound playing and the looping would all be handled client side so it should be possible to do without too much hassle compared to having to deal with handling this over the network.

This wouldn't necessarily help for existing maps but it definitely would work for new maps. Just make simplegameobj presets for each ambient sound you want. Maybe make it work with twiddlers as well.
I think the work required to do this "work-around" could be just as much as implementing the real fix itself.

EDIT:
Besides I don't think JonWil likes ugly work-arounds, I know I wouldn't lol.

EDIT #2:
But still +1 for coming up with an alternate solution, better than nothing.