
Subject: Re: Back working on scripts now

Posted by [Jerad2142](#) on Wed, 30 Sep 2015 17:23:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Neijwiert wrote on Wed, 30 September 2015 09:44Jerad Gray wrote on Wed, 30 September 2015

06:23Neijwiert wrote on Mon, 28 September 2015 09:10Could we get these things working

properly on the fds:

Monitor_Sound

Stop_Sound

Cause currently theres no way to stop a looped sound other than rejoining game and also no way to know if a sound ended other than having a timer and manually entering sound length.

Also not sure if updating the object to clients works as a hacky way to stop the looping sound?

(After you use Stop_Sound)

I usually make a w3d that creates sound and then just destroy it.

That still makes a looped sound continue unless you rejoin the game.

Jonwil couldnt this be a nice next project to do in the ren engine ? Implement ids with sounds?

Only if you forget to check "Stops when hidden"

File Attachments

1) [Untitled.png](#), downloaded 789 times

s_alienAlarm - W3D Viewer

File View Object Emitters Primitives Sound Lighting Camera Background Movie Help



Materials
Mesh
Hierarchy
H-LOD
Mesh Collection
Aggregate
Emitter
Primitives
Sounds
s_alienAlarm

Edit Sound



Use the controls
WAV, VOC, or M
monoaural, unco

Name:

s_alienAlarm

Filename:

2D or 2D Trigger
Trigger Radius: 150.00

3D Sound

Dropoff at: 150.00
Max volume at: 10.00

Infinite loops

Stop when hidden

OK

Object controls



Ready

