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Subject: Re: Back working on scripts now

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

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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"

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## File Attachments

1) [Untitled.png](#), downloaded 995 times



Materials  
Mesh  
Hierarchy  
H-LOD  
Mesh Collection  
Aggregate  
Emitter  
Primitives  
Sounds  
s\_alienAlarm

Object controls

### 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

