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Subject: Re: Back working on scripts now  
Posted by [Neijwiert](#) on Thu, 01 Oct 2015 17:28:03 GMT  
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Hmm too bad.

Jerad Gray wrote on Wed, 30 September 2015 10:23Neijwiert 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"

Holy ballz does that work server-side? Like you change that in your objects file and load that?

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