
Subject: sound help requested

Posted by [laeubi](#) on Sun, 29 Feb 2004 19:46:48 GMT

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A logical Sound is different from any other 'Global Sound' that is has a center, where it is created (e.g. an exploding C4) and an radius where you hear the Sound (the louder the nearer your at the center).

Also there are some special types, that are affecting the behavior of the engine e.g. you hear different sounds on the different surfaces.

This script attaced to an vehicel for example affect's AI enginerrs repair the vehicel or object when it is damgaged (not working for a building....)

In some missions it is maybe used to notify you when an object is repared again and allow the engine to go on with the next objective (like in mission 1 2 engineer repair a tank for havoc and you then can go on)
