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Subject: Sounds in only certain parts of a map?  
Posted by [spreegem](#) on Tue, 24 Aug 2004 01:42:15 GMT  
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Is it possible like on Walls and walls Flying to have sounds play only when you go to a certain part of the level, like in walls a sound plays when you get near the tunnel. . . How would I do that?  
THANK YOU IN ADVANCE

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Subject: Sounds in only certain parts of a map?  
Posted by [bigwig992](#) on Tue, 24 Aug 2004 02:50:31 GMT  
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Sound is pretty much the same thing as light, just set the radius.

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Subject: Sounds in only certain parts of a map?  
Posted by [Spice](#) on Tue, 24 Aug 2004 03:15:47 GMT  
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In level Edit Go to the presets menu and select the map. Then "Make" it and go to the sound folder preset. Select which sound you want and "make" it. Move it to where you want it.

To get a feel for what it is like move the camera back and forth from the speaker display icon.

If you need further help ask.

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Subject: Sounds in only certain parts of a map?  
Posted by [spreegem](#) on Tue, 24 Aug 2004 05:20:59 GMT  
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Is there a way to import my own sounds for use?

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Subject: Sounds in only certain parts of a map?  
Posted by [bigwig992](#) on Tue, 24 Aug 2004 06:06:48 GMT  
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Put whatever mp3 or wav in your mod folder, click on your preset, go to the settings tab and pick the file.

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