Subject: Is it possible to trigger a sound via building aggregates?
Posted by Anonymous on Sun, 08 Sep 2002 15:20:00 GMT
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I'm just wondering why none of the emitter explosions have any sounds associated with them, and since I noticed a menu about sounds in W3D viewer, is it possible to have sounds played when, for example, an explosion appears? [September 08, 2002, 16:07: Message edited by: YSLMuffins]

Subject: Is it possible to trigger a sound via building aggregates?
Posted by Anonymous on Sun, 08 Sep 2002 15:45:00 GMT
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Good question...

Subject: Is it possible to trigger a sound via building aggregates?
Posted by Anonymous on Sun, 08 Sep 2002 16:19:00 GMT
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Try reading the W3D Tutorials in the HowTo folder. I think there's something about doing that with W3D Viewer.

Subject: Is it possible to trigger a sound via building aggregates?
Posted by Anonymous on Sun, 08 Sep 2002 18:20:00 GMT
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quote:This page is not ready yet..LOL harharhar! In the html W3D docs that's all I get when I open the sound page. :-\ [September 08, 2002, 18:21: Message edited by: YSLMuffins]

Subject: Is it possible to trigger a sound via building aggregates?
Posted by Anonymous on Sun, 08 Sep 2002 19:49:00 GMT
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I asked Greg this once before...because I noticed there were wav files to indicate that buildings were 75\% health, 50\% health, 25\% health, destruction imminent, etc.I remember Greg replying and saying that you can indeed attach a sound event to aggregates. The thread may still be here way in the back somewhere.

Subject: Is it possible to trigger a sound via building aggregates?
Posted by Anonymous on Sun, 08 Sep 2002 20:17:00 GMT

It sure is possible, I remember when I remade the construction yard, there was an alert buzzer you could hear inside once it was at 50\% damage

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Subject: Is it possible to trigger a sound via building aggregates?
Posted by Anonymous on Sun, 08 Sep 2002 21:05:00 GMT

Hmmm, ok, so now the question is how would you do it? I really want to attach sounds of explosions to the visual explosions of my building, so could this be done in gmax or would you have to do some bone management and exporting in w3d viewer?

Subject: Is it possible to trigger a sound via building aggregates?
Posted by Anonymous on Sun, 08 Sep 2002 22:38:00 GMT

I read somewhere that the sound is attached to the bone somehow. I read it today and it was posted by Greg.

Subject: Is it possible to trigger a sound via building aggregates?
Posted by Anonymous on Mon, 09 Sep 2002 08:24:00 GMT

yes - it is possible --in W3D viewer - attach the sound to a bone - and when it shows -- it plays..similar to an emitter.if you need any pointers - let me know - been playing with the W3D viewer alot ---   [September 09, 2002, 08:26: Message edited by: StoneRook]