
Subject: Some map making questions.

Posted by [Naamloos](#) on Sat, 11 Dec 2004 16:47:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

First, i made a snow type map and cloned the main terrain to get a "walking though snow" effect. I did the W3D settings correct, and it works fine in LE(havoc walk's trough the cloned terrain), but once i export the map as .mix(or .pkg, it doesn't mater) both infantry and vehicles just walk/drive over it while they should go though it.

Second, i wan't an audio file to be played a few seconds AFTER the map is loaded (audio file is EVA saying "Ion storm approaching"), but i can't seem to be able to make it play at all. Unless i make it "music" type, but then it keeps going endless...

Also, how can i make text appear at the same time the audio file is being played?

Subject: Some map making questions.

Posted by [Naamloos](#) on Sun, 12 Dec 2004 10:26:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

Help...

Subject: Some map making questions.

Posted by [SioxerNic](#) on Sun, 12 Dec 2004 15:14:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

^The first i cant help... but you need to make it PKG if ya want it to play that sound.... you just go into scripts.tdb or what ever... (WITH LE) and add a script where you name it something and put the different stuff... i can't help you more....

Subject: Some map making questions.

Posted by [Naamloos](#) on Sun, 12 Dec 2004 16:11:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

I don't wan't it to be a PKG.

Isn't there a script inside the script.dll/scripts2.dll that makes a sound file play after # time?

:huh:

Subject: Some map making questions.

Posted by [CnCsoldier08](#) on Sun, 12 Dec 2004 17:53:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

Make the sounds play with a Text Cinematic
Talk on AIM, you got my screenname

The snow..Um, I dunno.You sure you named it different?

Subject: Some map making questions.
Posted by [Naamloos](#) on Mon, 13 Dec 2004 14:09:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

I got the snow working after exporting the map to test the sounds.

I don't know why it works now and didn't before but... I hope it stays that way as the sounds won't work yet...

<http://www.n00bstories.com/image.view.php?id=1084097214>

Subject: Some map making questions.
Posted by [rm5248](#) on Mon, 13 Dec 2004 20:08:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

It might have been a setting when you exported the geometry... =/ If it's possible to do that...
