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Subject: A few questions here

Posted by [c0vert7](#) on Fri, 01 Jun 2007 18:34:09 GMT

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Well ill start off by saying, I am in the process of making a giant recon racing map that has been tested out so far with 6 people and they all loved it. There is plenty of scenery and so on. Well theres like 3 ramps along the track and I wanted to put the general lee dixie horn from the dukes of hazzards on the recon/buggy. How would I go about setting it so it plays the sound when you fire your weapon.

Second question is, I added a huge playlist of 16 songs which totals out at liek 60 minutes of random songs until it repeats itself. But you can barely hear it when you spawn. And you cant even hear it when ur in a recon or a buggy. I have the sound settings drop off at 900 and max volume at 900 (map is 800x800) and the volume up to 100. I also have the settings of the sound setup high as I can but dont know what all I need to do. I was told to use the program I use to compile the music together and max the volume out.

So I went back and did this and it was at about 60% volume (using windows movie maker for it) and I put the volume up to 100% still nothing. I would really apperciate some insite from some of you guys as to wat to do. I know its possible to make it louder seeing as the map nightclub was louder than crap. Thanks in advance.

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Subject: Re: A few questions here

Posted by [Slave](#) on Fri, 01 Jun 2007 19:38:30 GMT

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The first problem I can't really help you with, since I dont have leveledit at hand right now. You would have to temp dummy weapon and ammo presets (doing 0 damage). Somewhere within those presets you can pick a firesound preset (wich you set up earlier as a temp, with your horn sound).

Depending on how big the soundtrack is in mbs, I might be able to normalize the volume to the max.

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Subject: Re: A few questions here

Posted by [c0vert7](#) on Fri, 01 Jun 2007 19:42:38 GMT

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It is 50 mb . Its the perfect volume in LE but once ingame u cant hear it. Also I forgot to add, I put in a teleport zone with the script JFW\_Teleport\_Custom\_Random cause its for tanks and I dont want people getting stuck in the spot they teleport to. So I put in 5 different positions for it to spawn to, and it wont spawn. I attahced that to Script Zone All and all the positions are correct. Althought it says Location1 and ID1 I dont need ID do I? I thought it was just 1 or the other.

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Subject: Re: A few questions here  
Posted by [jnz](#) on Fri, 01 Jun 2007 19:45:42 GMT  
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Play it for each player using musicp

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Subject: Re: A few questions here  
Posted by [Slave](#) on Fri, 01 Jun 2007 19:51:18 GMT  
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Another (ugly) solution would be this: Set the music preset to cinematic sound. It plays louder that way ingame (not in leveledit).

But people might hate you, because this way, they can't lower the volume of the music via the options menu. They would have to change the cinematic volume, but they might not know.

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Subject: Re: A few questions here  
Posted by [c0vert7](#) on Fri, 01 Jun 2007 20:05:13 GMT  
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How do u play it for each player as u said? I dont think I want to do the cintimatic way . Also I tried out the sound that plays when u fire ur weapon instead of shooting and the whole renegade screen just freezes once I spawn so I think I screwed it up

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Subject: Re: A few questions here  
Posted by [c0vert7](#) on Fri, 01 Jun 2007 20:07:28 GMT  
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Also for the dummy weapon was I supose to set the primary and secondary weapon as the ammo or just primary?

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Subject: Re: A few questions here  
Posted by [jnz](#) on Fri, 01 Jun 2007 22:53:21 GMT  
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musicp <player id> <musicname>

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Subject: Re: A few questions here

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Posted by [danpaul88](#) on Sat, 02 Jun 2007 00:29:12 GMT

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Which just so happens to crash clients with older versions of scripts.dll....

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Subject: Re: A few questions here

Posted by [jnz](#) on Sat, 02 Jun 2007 00:48:15 GMT

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sndp <player id> <music.wav>

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Subject: Re: A few questions here

Posted by [Brandon](#) on Sat, 02 Jun 2007 19:44:29 GMT

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About the Random Teleporting I don't think it'll work but the location would be your X, Y, Z coordinates and the ID would be the ID number of your Daves Arrow (when using teleport scripts sometimes they fail to teleport to the right location and teleport you to the center of the map instead, this is why using a Daves Arrow comes in handy; you use the ID and location of the Daves Arrow). I tried doing this server side awhile back but when I asked Jonwil for help he said it wouldn't work (all I wanted to do was have it to where people would pass through a script zone and get randomly teleported). So you might have to resort to something else. Good luck though!

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