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Subject: weapon sound issues.

Posted by [Anonymous](#) on Tue, 11 Feb 2003 20:50:00 GMT

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I made a new projectile with a temp custom sound. It only plays once when firing, then you have to get out of the tank, get in another, then get back into the tank before the firing sound plays again. Can anyone tell me how to correct this problem? Thanks.

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Subject: weapon sound issues.

Posted by [Anonymous](#) on Tue, 11 Feb 2003 21:06:00 GMT

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This is just a random guess. Is the custom sound's Logical Type set to Gunshot? Maybe that could mess up the way the sound gets played.

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Subject: weapon sound issues.

Posted by [Anonymous](#) on Tue, 11 Feb 2003 22:33:00 GMT

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yes, I set it to gunshot. I copied the settings of the Artillary exactly (except for the sound file)

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Subject: weapon sound issues.

Posted by [Anonymous](#) on Wed, 12 Feb 2003 02:08:00 GMT

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ok, problem is solved. You need to point the ammo prefix (under FireSoundDefID) AND the weapon prefixes (under EmptySoundDefID) to the custom sound prefix. Only when I had done this did the weapon sound play on every shot.

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