Subject: Commands->Monitor_Sound
Posted by Troll King on Sun, 01 Jul 2012 19:13:17 GMT
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Well title n stuff explains it. Would be cool if TT would fix it making it work in SSGM/Multiplay?
Dunno if this is the right place to put this topic. So this would actually be sent to the object:
CUSTOM_EVENT_SOUND_ENDED.

I assume this is the right way to do it:

int SoundID = Commands->Create_2D_WAV_Sound("grunt_grunt.wav");
Commands->Monitor_Sound(obj, SoundID);
(obj = script owner)

and then in Custom event do something on CUSTOM_EVENT_SOUND_ENDED.

But it doesnt seem to trigger the Custom nor the Action_Complete any time.

Subject: Re: Commands->Monitor_Sound
Posted by Jerad2142 on Tue, 03 Jul 2012 17:36:23 GMT
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It might not work with WAV, try it with a preset instead, if that doesn't work then I'm unsure if it
works at all.

Subject: Re: Commands->Monitor_Sound
Posted by Troll King on Tue, 03 Jul 2012 19:52:45 GMT
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Did try presets too, didnt work. Doesn't seem to work at all but it has been added to TODO for tt
team to investigate

Subject: Re: Commands->Monitor_Sound
Posted by Jerad2142 on Tue, 03 Jul 2012 20:36:11 GMT
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It'll probably turn out that create_sound actually returns an sound object or something.

Subject: Re: Commands->Monitor_Sound
Posted by danpaul88 on Tue, 03 Jul 2012 20:51:33 GMT
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I'm sure I've used that function before... if i think on sometime I will check how I set it up to work....

Subject: Re: Commands->Monitor_Sound
Posted by Troll King on Wed, 04 Jul 2012 20:54:37 GMT
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Then the big question remains why do all the commands that create a certain sound return an int?

Subject: Re: Commands->Monitor_Sound
Posted by Ethenal on Wed, 04 Jul 2012 21:01:36 GMT
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Troll King wrote on Wed, 04 July 2012 15:54Then the big question remains why do all the commands that create a certain sound return an int?
That is a good question, and probably has something to do with what you seek (Monitor_Sound). I would presume if it's an int, it could be some sort of id for that particular sound (maybe per actual sound object, and not per possible sound that can be played).

Subject: Re: Commands->Monitor_Sound
Posted by Troll King on Wed, 04 Jul 2012 21:05:03 GMT
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Hehe to report to you I'm CERTAIN that it needs an ID becouse I'm currently decompiling several Westwood scripts and they use the Commands->Monitor_Sound aswell. they take that int that comes from creating the sound. Then they wait for the custom CUSTOM_EVENT_SOUND_ENDED. but that does not appear to work in mp

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Subject: Re: Commands->Monitor_Sound
Posted by jonwil on Thu, 05 Jul 2012 00:27:42 GMT
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The value you pass to Monitor_Sound needs to be a value returned from a command like Create_Sound or Create_2D_Sound.

CUSTOM_EVENT_SOUND_ENDED is definatly the right way to listen for it. Note that if the sound loops, you do NOT get the message.

Subject: Re: Commands->Monitor_Sound
Posted by iRANian on Thu, 05 Jul 2012 07:07:43 GMT

See the JFW_BuildingStateSpeaker script for an example.

Subject: Re: Commands->Monitor_Sound
Posted by Troll King on Thu, 05 Jul 2012 10:19:48 GMT

Like I said I did all of the above, non-looping and it just will not send ANY custom.

EDIT: I completly decompiled M00_BuildSound_Controller, does not work the way it should.

EDIT2: Why doesn't "grunt_grunt.wav" work then? Or however that .wav was called. It isn't a looping sound.

Subject: Re: Commands->Monitor_Sound
Posted by danpaul88 on Thu, 05 Jul 2012 11:29:13 GMT

Have you tried using actual sound presets instead of WAV files?

Subject: Re: Commands->Monitor_Sound
Posted by Troll King on Thu, 05 Jul 2012 16:14:17 GMT

Quote:Did try presets too, didnt work. Doesn't seem to work at all but it has been added to TODO for tt team to investigate Smile

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