
Subject: [CODE]m00_BuildingStateSoundSpeaker sound fix

Posted by [iRANian](#) on Tue, 30 Jul 2013 22:15:44 GMT

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This script and its controller script handle ambient (and announcement?) sounds added to buildings. It doesn't work properly when you're not a host in online games because the scripts loop ambient sounds starting from the start of the map. If you join or rejoin after map start the sounds stop working and they will also randomly not work even if you were on a map at map start.

This code is for a replacement scripts which registers itself as the original m00_ scripts. I did some quick testing with Aircraftkiller more than a year ago and it seems to work, no guarantees though.

```
void Iran_BuildingStateSoundSpeaker::Created(GameObject *obj)
{

// Console_Output("Custom BuildingStateSoundSpeaker created\n"); // DEBUG CRAP
destroyed = false;
explode = true;
GameObject *object = Commands->Find_Object(Get_Int_Parameter("BuildingController_ID"));
if (object)
{
char s[18];
sprintf(s,"%d",Commands->Get_ID(obj));
Commands->Attach_Script(object, "JFW_BuildingStateSoundController",s);
}
if (Get_Int_Parameter("Frequency_Min") == -1)
{
Timer_Expired(obj,0);
}
else
{
float random =
Commands->Get_Random(Get_Float_Parameter("Frequency_Min"),Get_Float_Parameter("Frequency_Max"));
Commands->Start_Timer(obj,this,random,0);
}
Commands->Start_Timer(obj,this, 60.f,1);
}

void Iran_BuildingStateSoundSpeaker::Custom(GameObject *obj,int type,int param,GameObject *sender)
{
switch (type)
{
case CUSTOM_EVENT_SOUND_ENDED:
if (destroyed)
{
```

```

if (Get_Int_Parameter("Frequency_Min_Destroyed") != -1)
{
float min = Get_Float_Parameter("Frequency_Min_Destroyed");
float max = Get_Float_Parameter("Frequency_Max_Destroyed");
float frequency = Commands->Get_Random(min,max);
Commands->Start_Timer(obj,this,frequency,0);
}
}
else
{
if (Get_Int_Parameter("Frequency_Min") != -1)
{
float min = Get_Float_Parameter("Frequency_Min");
float max = Get_Float_Parameter("Frequency_Max");
float frequency = Commands->Get_Random(min,max);
Commands->Start_Timer(obj,this,frequency,0);
}
}
break;
case 9026:
if (param == 1)
{
Commands->Stop_Sound(sound,1);
destroyed = true;
Timer_Expired(obj,0);
}
break;
case 9027:
if (explode)
{
Vector3 v = Commands->Get_Position(obj);
v.X += Commands->Get_Random(2.0,5.0);
v.Y += Commands->Get_Random(2.0,5.0);
v.Z += Commands->Get_Random(2.0,5.0);
Commands->Create_Explosion(Get_Parameter("Explosion_Name"),v,0);
Commands->Send_Custom_Event(obj,obj,9027,1,Commands->Get_Random(3.0,6.0));
}
break;
case 9028:
explode = false;
break;
case 9029:
explode = true;
break;
case 9030:
Commands->Stop_Sound(sound,1);
Timer_Expired(obj,0);
break;

```

```

}
}

void Iran_BuildingStateSoundSpeaker::Timer_Expired(GameObject *obj,int number)
{
if ( (number == 1) && (Get_Int_Parameter("Frequency_Min") == -1) )
{
Commands->Start_Timer(obj,this, 60.f,1);
Commands->Stop_Sound(sound,1);
}
if (destroyed)
{
bool is3d = Get_Int_Parameter("Is_3D_Destroyed");
Vector3 pos = Commands->Get_Position(obj);
Vector3 offset = Get_Vector3_Parameter("Offset_Destroyed");
pos.X += offset.X;
pos.Y += offset.Y;
pos.Z += offset.Z;
offset = Get_Vector3_Parameter("Offset_Randomness_Destroyed");
pos.X += Commands->Get_Random(offset.X,-offset.X);
pos.Y += Commands->Get_Random(offset.Y,-offset.Y);
pos.Z += Commands->Get_Random(offset.Z,-offset.Z);
if (is3d)
{
sound = Commands->Create_Sound(Get_Parameter("Sound_Destroyed"),pos,obj);
}
else
{
sound = Commands->Create_2D_Sound(Get_Parameter("Sound_Destroyed"));
}
// Console_Output("Playing dead: %s\n", Get_Parameter("Sound_Destroyed"));
}
else
{
bool is3d = Get_Int_Parameter("Is_3D");
Vector3 pos = Commands->Get_Position(obj);
Vector3 offset = Get_Vector3_Parameter("Offset");
pos.X += offset.X;
pos.Y += offset.Y;
pos.Z += offset.Z;
offset = Get_Vector3_Parameter("Offset_Randomness");
pos.X += Commands->Get_Random(offset.X,-offset.X);
pos.Y += Commands->Get_Random(offset.Y,-offset.Y);
pos.Z += Commands->Get_Random(offset.Z,-offset.Z);
if (is3d)
{
sound = Commands->Create_Sound(Get_Parameter("Sound_Normal"),pos,obj);
// Console_Output("Playing alive 3D: %s\n", Get_Parameter("Sound_Normal"));
}
}
}
}

```

```

}
else
{
    sound = Commands->Create_2D_Sound(Get_Parameter("Sound_Normal"));
    // Console_Output("Playing alive 2D: %s\n", Get_Parameter("Sound_Normal"));
}

}
Commands->Monitor_Sound(obj,sound);
}

void Iran_BuildingStateSoundSpeaker::Register_Auto_Save_Variables()
{
    Auto_Save_Variable(&sound,4,1);
    Auto_Save_Variable(&destroyed,1,3);
}

void Iran_BuildingStateSoundController::Created(GameObject *obj)
{
    speakerid = Get_Int_Parameter("BuildingSpeaker_ID");
    // Commands->Start_Timer(obj,this,60.f,1);
}

void Iran_BuildingStateSoundController::Killed(GameObject *obj,GameObject *killer)
{
    GameObject *object = Commands->Find_Object(speakerid);
    if (object)
    {
        Commands->Send_Custom_Event(obj,object,9026,1,0);
        Commands->Send_Custom_Event(obj,object,9027,1,0);
    }
    Destroy_Script();
}

void Iran_BuildingStateSoundController::Timer_Expired(GameObject *obj,int number)
{
    if (number == 1)
    {
        GameObject *object = Commands->Find_Object(speakerid);
        if (object)
        {
            Commands->Send_Custom_Event(obj,object,9030,1,0);
        }
    }
}

void Iran_BuildingStateSoundController::Custom(GameObject *obj,int type,int param,GameObject

```

```

*sender)
{
if (type == 9028)
{
GameObject *object = Commands->Find_Object(speakerid);
if (object)
{
Commands->Send_Custom_Event(obj,object,9028,1,0);
}
}
if (type == 9029)
{
GameObject *object = Commands->Find_Object(speakerid);
if (object)
{
Commands->Send_Custom_Event(obj,object,9029,1,0);
}
}
}

void Iran_BuildingStateSoundController::Register_Auto_Save_Variables()
{
Auto_Save_Variable(&speakerid,4,1);
}

```

```

ScriptRegistrant<Iran_BuildingStateSoundSpeaker>
M00_BuildingStateSoundSpeaker_Registrant("M00_BuildingStateSoundSpeaker","Sound_Normal:string,Sound_Destroyed:string,BuildingController_ID:int,Is_3D=1:int,Offset:vector3,Offset_Randomness:vector3,Frequency_Min=-1:float,Frequency_Max:float,Is_3D_Destroyed=1:int,Offset_Destroyed:vector3,Offset_Randomness_Destroyed:vector3,Frequency_Min_Destroyed=-1:float,Frequency_Max_Destroyed:float,Explosion_Name:string");

```

```

ScriptRegistrant<Iran_BuildingStateSoundController>
M00_BuildingStateSoundController_Registrant("M00_BuildingStateSoundController","BuildingSpeaker_ID:int");

```

Subject: Re: [CODE]m00_BuildingStateSoundSpeaker sound fix
Posted by [Mauler](#) on Mon, 07 Jul 2014 03:57:28 GMT
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Really wish this worked properly... shame they don't. The sounds really add much more atmosphere to the game..

but sadly all it does is this..

<https://www.youtube.com/watch?v=1i-0GRL8RRs>

it even happens on Fjords, the only custom map with buildingstate speakers.. the looping.. when destroyed

sorry for the bump..

Subject: Re: [CODE]m00_BuildingStateSoundSpeaker sound fix
Posted by [Neijwiert](#) on Mon, 07 Jul 2014 10:34:04 GMT
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Sound presets that have the flag islooped set will not stop until the player leaves and rejoins the game.

Commands->stop_sound is useless because it doesnt work serverside

Subject: Re: [CODE]m00_BuildingStateSoundSpeaker sound fix
Posted by [UnitXc](#) on Mon, 07 Jul 2014 11:28:09 GMT
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this happened to me and Bad when i was editing City_Flying, to fix it i had to remove the building controlers and replace them.

otherwise it would not stop looping that annoying sound no matter whether i left the game or not.
