Subject: Back working on scripts now
Posted by jonwil on Sun, 13 Sep 2015 09:01:23 GMT
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After various things getting in the way (including a nasty cold that put me out of action for the best part of a week) I am now going to do some more scripts work. Can people here please advise me of (or link me to trello cards for if they have access to trello) the things I should be working on?

Subject: Re: Back working on scripts now
Posted by roszek on Sun, 13 Sep 2015 21:12:59 GMT
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LOD budget

Subject: Re: Back working on scripts now
Posted by Jerad2142 on Thu, 17 Sep 2015 19:13:08 GMT
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roszek wrote on Sun, 13 September 2015 15:12LOD budget
I'm pretty sure I successfully knocked that up in the last release of 4.2, did you not see a change?
Maybe it didn't make the last release, in which case its in the upcoming patch...

Subject: Re: Back working on scripts now
Posted by jonwil on Thu, 17 Sep 2015 22:43:50 GMT
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Yep, the changes will be in the next update which will hopefully be available soon.

Subject: Re: Back working on scripts now
Posted by [-HOH-]szymek777 on Wed, 23 Sep 2015 09:51:32 GMT
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Maybe you could bring back flames on vehicle when it's damaged.
Something like this: Look at 1:40 youtube.com/watch?v=-ymuc23kReU

Subject: Re: Back working on scripts now
Posted by YesNoMayb on Wed, 23 Sep 2015 16:38:08 GMT

Could you implement an ignore function for non-XWIS users?

Subject: Re: Back working on scripts now
Posted by roszek on Sat, 26 Sep 2015 18:53:01 GMT

Never mind.

Subject: Re: Back working on scripts now
Posted by Neijwiert on Mon, 28 Sep 2015 15:10:10 GMT

Could we get these things working properly on the fds:
Monitor_Sound
Stop_Sound

Cause currently theres no way to stop a looped sound other than rejoining game and also no way to know if a sound ended other than having a timer and manually entering sound length.

Also not sure if updating the object to clients works as a hacky way to stop the looping sound? (After you use Stop_Sound)

Subject: Re: Back working on scripts now
Posted by dblaney1 on Mon, 28 Sep 2015 18:11:40 GMT

It doesn't currently work at the moment.

Subject: Re: Back working on scripts now
Posted by jonwil on Mon, 28 Sep 2015 21:03:59 GMT

There is no way to make Stop_Sound work over the network due to how the sound engine works. Sounds in the sound engine dont have any kind of "ID" you could send to the clients so they know which sound object to look for.

Subject: Re: Back working on scripts now

Posted by [Jerad2142](#) on Wed, 30 Sep 2015 13:23:10 GMT

Neijwiert wrote on Mon, 28 September 2015 09:10Could we get these things working properly on the fds:
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I usually make a w3d that creates sound and then just destroy it.

Subject: Re: Back working on scripts now
Posted by [Neijwiert](#) on Wed, 30 Sep 2015 15:44:58 GMT

Jerad Gray wrote on Wed, 30 September 2015 06:23Neijwiert wrote on Mon, 28 September 2015 09:10Could we get these things working properly on the fds:
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I usually make a w3d that creates sound and then just destroy it.
That still makes a looped sound continue unless you rejoin the game.

Jonwil couldnt this be a nice next project to do in the ren engine ? Implement ids with sounds?

Subject: Re: Back working on scripts now
Posted by [Jerad2142](#) on Wed, 30 Sep 2015 17:23:04 GMT

Neijwiert wrote on Wed, 30 September 2015 09:44Jerad Gray wrote on Wed, 30 September 2015 06:23Neijwiert wrote on Mon, 28 September 2015 09:10Could we get these things working properly on the fds:
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Only if you forget to check "Stops when hidden"

File Attachments
1) Untitled.png, downloaded 786 times

File View Object Emitters Primitives Sound Lighting Camera Background Movie Help

- Materials
- Mesh
- Hierarchy
- H-LOD
- Mesh Collection
- Aggregate
- Emitter
- Primitives
- Sounds
  - s_alienAlarm

Edit Sound

Use the controls
WAV, VOC, or M
monoaural, unco

Name:
s_alienAlarm

Filename:

○ 2D or 2D Trigger

Trigger Radius: 150.00

● 3D Sound

Dropoff at: 150.00

Max volume at: 10.00

☑ Infinite loops

☑ Stop when hidden

OK

Object controls

Ready

Subject: Re: Back working on scripts now
Posted by jonwil on Wed, 30 Sep 2015 21:23:41 GMT

The use of a w3d file that plays a sound and has the "stops when hidden" box ticked (and is then hidden via Commands->Set_Is_Rendered to stop the sound) is probably the only way to get sounds you can control over the network. It would even work such that if the sound is playing and someone joins the server, they hear the sound.

Making the kind of changes to the sound engine that would be necessary to have Stop_Sound work over the network would be too much work.

Subject: Re: Back working on scripts now
Posted by Neijwiert on Thu, 01 Oct 2015 17:28:03 GMT

Hmm too bad.

Jerad Gray wrote on Wed, 30 September 2015 10:23Neijwiert wrote on Wed, 30 September 2015 09:44Jerad Gray wrote on Wed, 30 September 2015 06:23Neijwiert wrote on Mon, 28 September 2015 09:10Could we get these things working properly on the fds:
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Holy ballz does that work server-side? Like you change that in your objects file and load that?

Subject: Re: Back working on scripts now
Posted by jonwil on Thu, 01 Oct 2015 20:16:36 GMT

Thats got nothing to do with an objects file. Its something you make in w3dviewer that lets you embed sound data in a w3d file and have it play.