
Subject: Sound on entering script zones??
Posted by [Halo38](#) on Mon, 14 Apr 2003 15:26:12 GMT
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Is there a script that will play a sound upon entering a scripted zone??

Subject: Sound on entering script zones??
Posted by [General Havoc](#) on Mon, 14 Apr 2003 16:03:45 GMT
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Yes and this is one I have tested so I know it works. Here is some info:

JFW_3D_Sound_Zone (plays a 3D sound on entry to the zone)

-Player_Type (which team type to trigger on, 0 = Nod, 1 = GDI, 2 = any)
-Sound (the sound preset to use, must be 3D)

This script uses a 3D sound rather than a 2D one. The majority of the sounds in the game are 3D. A 2D sound is a "global" sound that can be heard by everyone at the same time such as "Hand Of Nod Under Attack". A 3D sound is one that has a position on the map and a range that it can be heard from.

Hope this Helps

_General Havoc

Subject: Sound on entering script zones??
Posted by [Halo38](#) on Mon, 14 Apr 2003 16:17:41 GMT
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Yes that's perfect!

I assume i can use a temp of my own preset sound? I'm going see what having a teleport sound is like, what do you think? has anyone got one??, I extracted the stealth tank cloaking sound from one of my C&C games might use that.

Cheers for your help!

Subject: Sound on entering script zones??
Posted by [StoneRook](#) on Mon, 14 Apr 2003 18:02:37 GMT
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good info General Havoc ---

you should work on that script FAQ - like you suggested in other posts.

always a need for it.

Subject: Sound on entering script zones??

Posted by [General Havoc](#) on Mon, 14 Apr 2003 18:11:42 GMT

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Yeah I have a bit more free time ahead now to do stuff. I would start on mking a script FAQ but I have to think of a good way to lay it out. I think I will go with a HTML formatted document with all of the custom scripts listed with their parameters. I will then give some additional information on the scripts such as here about the 2D/3D sounds. I'll start work on it soon.

_General Havoc

Subject: Sound on entering script zones??

Posted by [maytridy](#) on Mon, 14 Apr 2003 21:51:03 GMT

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Yeah, script sounds would be great! Having a teleport sound would be really cool.

-Just a thought, maybe you could have like a stealth zone in the teleporter, so when you walk in, it looks like you get zapped (teleported) or something.

Subject: Sound on entering script zones??

Posted by [Halo38](#) on Mon, 14 Apr 2003 23:55:57 GMT

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maytridyYeah, script sounds would be great! Having a teleport sound would be really cool.

-Just a thought, maybe you could have like a stealth zone in the teleporter, so when you walk in, it looks like you get zapped (teleported) or something.

Nice idea but prob is everyone would be running around with the unstealthed stealth effect on, and it will look awful (it's a bug in the script)

Subject: Sound on entering script zones??

Posted by [maytridy](#) on Tue, 15 Apr 2003 02:40:24 GMT

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Oh, well, there's always bugs to fix.
