Subject: Can I use scripts to activating sound?
Posted by Sanada78 on Sat, 03 May 2003 01:24:49 GMT
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Now I haven't done much with the Renegade Editor but is it possible to set up a script to activate a sound. Example: If a buildings health reaches a certain amount then activate this sound. If somebody could explain how it works then I would be grateful. If this is just complete bullshit and

Subject: Can I use scripts to activating sound?
Posted by maytridy on Sat, 03 May 2003 14:06:43 GMT
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I would like to know how to do that too.

Subject: Can I use scripts to activating sound?
Posted by General Havoc on Sat, 03 May 2003 14:58:40 GMT
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JFW_2D_Sound_Timer_Health

(plays a 2D sound when the timer expires but only if the health of the object its attatched to is between certain values, great for "building is damaged" for example)

 Time (how long the timer should run for)

 TimerNum (what number to use for the timer)

 Repeat (whether to repeat this or to only send it once, 1 = repeat, 0 = not repeat)

 Sound (the sound preset to use, must be 2D)

 Min_Health (minumum health can be for the sound to play)

 Max_Health (maximum health can be for the sound to play)

This also works on vehicles too. It will play a Global sound (everyone in game hears it) every X seconds when it is in between Y and Z amount of health. If you need any more help, let me know. Some other cool script tutorials at http://www.renhelp.info

 _General Havoc