
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
