Subject: Re: Back working on scripts now

Posted by Jerad2142 on Wed, 30 Sep 2015 17:23:04 GMT

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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:

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)

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? Only if you forget to check "Stops when hidden"

File Attachments

1) Untitled.png, downloaded 690 times

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