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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"

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### File Attachments

1) [Untitled.png](#), downloaded 819 times

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Materials

Mesh

Hierarchy

H-LOD

Mesh Collection

Aggregate

Emitter

Primitives

Sounds

s\_alienAlarm

Object controls

Object controls panel with rotation and translation handles.

### 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