Subject: Building sound twiddlers
Posted by Slave on Thu, 12 Jul 2007 21:53:13 GMT
View Forum Message <> Reply to Message

Inside leveledit, on the official westwood maps, you can find plenty of dave's arrows. Almost all have sound twiddler scripts attached to them. Those are supposed to play random sounds at a given interval, at the location of the arrow.

I've been trying to do pretty much the same, while using unused sound strings from always.dat. I triple checked every value of the script, made sure the building controller ID and other stuff were set up correct, but it simply refuses to work. Even when editing an existing westwood arrow found on a westwood map.

No, I'm not trying this serversided, it's a fresh map.

Some idea's I had:
- It's the .mix format that fux everything up
- Westwood did a crappy job on the scripts, since some other default twiddlers don't work correct either.
- I missed something.

So if anyone knows how to get closer to a fix, I would say tnx.

Subject: Re: Building sound twiddlers
Posted by danpaul88 on Thu, 12 Jul 2007 23:18:54 GMT
View Forum Message <> Reply to Message

IIRC those sounds only worked for the host originally. Core Patch 1 or 2 fixed that and allowed all players to hear the sounds, not sure if this will help you at all or not.

Subject: Re: Building sound twiddlers
Posted by Veyrdite on Fri, 13 Jul 2007 05:32:46 GMT
View Forum Message <> Reply to Message

It's probably single-player only like some other features of ren. Couldn't you setup a sparwner to do this job?
EDIT: ren has different sound formats for everything, check the exact format on the ones used in sp, then extract your ones and convert them.

Subject: Re: Building sound twiddlers
Posted by IronWarrior on Fri, 13 Jul 2007 05:37:03 GMT

Well if this is true and you cant change the sounds to play using that script, then that sux.

I guess, you might have to make a script to do it.

Subject: Re: Building sound twiddlers
Posted by Slave on Fri, 13 Jul 2007 20:41:58 GMT

It ain't single player only, some of them work, like the pumping sound of the refinery.

Having the latest scripts.dll and bhs.dll doesn't fix it.

Control the media, control the mind.
Control the scripts, control the media.

Now I can't put those gdi noobs into disbelief with a pile of edited sounds. Meh!

File Attachments
1) gdi_newscast_3.mp3, downloaded 380 times