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Subject: Back working on scripts now

Posted by [jonwil](#) on Sun, 13 Sep 2015 09:01:23 GMT

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After various things getting in the way (including a nasty cold that put me out of action for the best part of a week) I am now going to do some more scripts work. Can people here please advise me of (or link me to trello cards for if they have access to trello) the things I should be working on?

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Subject: Re: Back working on scripts now

Posted by [roszek](#) on Sun, 13 Sep 2015 21:12:59 GMT

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LOD budget

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Subject: Re: Back working on scripts now

Posted by [Jerad2142](#) on Thu, 17 Sep 2015 19:13:08 GMT

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roszek wrote on Sun, 13 September 2015 15:12LOD budget

I'm pretty sure I successfully knocked that up in the last release of 4.2, did you not see a change? Maybe it didn't make the last release, in which case its in the upcoming patch...

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Subject: Re: Back working on scripts now

Posted by [jonwil](#) on Thu, 17 Sep 2015 22:43:50 GMT

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Yep, the changes will be in the next update which will hopefully be available soon.

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Subject: Re: Back working on scripts now

Posted by [\[-HOH-\]szymek777](#) on Wed, 23 Sep 2015 09:51:32 GMT

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Maybe you could bring back flames on vehicle when it's damaged.

Something like this: Look at 1:40 [youtube.com/watch?v=-ymuc23kReU](https://www.youtube.com/watch?v=-ymuc23kReU)

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Subject: Re: Back working on scripts now

Posted by [YesNoMayb](#) on Wed, 23 Sep 2015 16:38:08 GMT

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Could you implement an ignore function for non-XWIS users?

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Subject: Re: Back working on scripts now  
Posted by [roszek](#) on Sat, 26 Sep 2015 18:53:01 GMT

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Never mind.

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Subject: Re: Back working on scripts now  
Posted by [Neijwiert](#) on Mon, 28 Sep 2015 15:10:10 GMT

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Could 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)

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Subject: Re: Back working on scripts now  
Posted by [dblaney1](#) on Mon, 28 Sep 2015 18:11:40 GMT

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It doesn't currently work at the moment.

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Subject: Re: Back working on scripts now  
Posted by [jonwil](#) on Mon, 28 Sep 2015 21:03:59 GMT

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There is no way to make Stop\_Sound work over the network due to how the sound engine works. Sounds in the sound engine dont have any kind of "ID" you could send to the clients so they know which sound object to look for.

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Subject: Re: Back working on scripts now

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Posted by [Jerad2142](#) on Wed, 30 Sep 2015 13:23:10 GMT

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Neijwiert wrote on Mon, 28 September 2015 09:10 Could 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.

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Subject: Re: Back working on scripts now

Posted by [Neijwiert](#) on Wed, 30 Sep 2015 15:44:58 GMT

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Jerad Gray wrote on Wed, 30 September 2015 06:23 Neijwiert wrote on Mon, 28 September 2015 09:10 Could we get these things working properly on the fds:

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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?

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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 09:44 Jerad Gray wrote on Wed, 30 September 2015 06:23 Neijwiert wrote on Mon, 28 September 2015 09:10 Could we get these things working properly on the fds:

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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 822 times



Materials

Mesh

Hierarchy

H-LOD

Mesh Collection

Aggregate

Emitter

Primitives

Sounds

s\_alienAlarm

Object controls

Object controls panel with four buttons: left-right arrow, up-down arrow, red arrow, and a 3D rotation handle.

### 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

Subject: Re: Back working on scripts now  
Posted by [jonwil](#) on Wed, 30 Sep 2015 21:23:41 GMT  
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The use of a w3d file that plays a sound and has the "stops when hidden" box ticked (and is then hidden via Commands->Set\_Is\_Rendered to stop the sound) is probably the only way to get sounds you can control over the network. It would even work such that if the sound is playing and someone joins the server, they hear the sound.

Making the kind of changes to the sound engine that would be necessary to have Stop\_Sound work over the network would be too much work.

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Subject: Re: Back working on scripts now  
Posted by [Neijwiert](#) on Thu, 01 Oct 2015 17:28:03 GMT  
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Hmm too bad.

Jerad Gray wrote on Wed, 30 September 2015 10:23Neijwiert 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:

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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"

Holy ballz does that work server-side? Like you change that in your objects file and load that?

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Subject: Re: Back working on scripts now  
Posted by [jonwil](#) on Thu, 01 Oct 2015 20:16:36 GMT  
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Thats got nothing to do with an objects file. Its something you make in w3dviewer that lets you embed sound data in a w3d file and have it play.

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