Subject: Using Dave's Arrows For Ambient Building Sounds
Posted by Sanada78 on Mon, 23 Jun 2003 18:54:43 GMT
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I noticed in the official map files you download there are objects called "Dave's Arrows". I found out these operate building ambient sounds and when the structure is destroyed, the sound stops. I've tried to use them but with no luck. I've tried both scripts "M00_BuildingSoundStateController" and "M00_BuildingSoundStateSpeaker". The first one won't allow none numeric value to be entered and the second one has loads of options but the sound continues to play even when the building is destroyed.

Subject: Using Dave's Arrows For Ambient Building Sounds
Posted by General Havoc on Mon, 23 Jun 2003 19:43:40 GMT
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Yeah they do exist but if they function is another thing. I think that they only work in singleplayer mode & multiplayer practise. However there is an alternative script or scripts to do it. See below:

** EDIT: Attach these scripts to "Dave's Arrow" and configure them. You need the custom scripts version 1.2 to use them. **

JFW_2D_Sound_Timer_Health

(plays a 2D sound when the timer expires but only if the health of the object its attatched to is between certain values, great for "building is
damaged" for example)

Time (how long the timer should run for)
TimerNum (what number to use for the timer)
Repeat (whether to repeat this or to only send it once, 1 = repeat, 0 = not repeat)
Sound (the sound preset to use, must be 2D)
Min_Health (minumum health can be for the sound to play)
Max_Health (maximum health can be for the sound to play)

JFW_3D_Sound_Timer_Random

(plays a sound at random intervals)

Time_Min (minumum time for how long the timer should run for)
Time_Max (maximum time for how long the timer should run for)
TimerNum (what number to use for the timer)
Repeat (whether to repeat this or to only send it once, 1 = repeat, 0 = not repeat)
Sound (the sound preset to use, must be 3D)
Position (the position to play the sound at)

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)

_General Havoc

Subject: Using Dave's Arrows For Ambient Building Sounds
Posted by Captkurt on Mon, 23 Jun 2003 20:28:24 GMT
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them in the game, and Yes they do work. But you must know how to set them up., they are a very
necessary part in a map, esp. if using AI.

have to use them. or at least it makes it eaiser to do certain things.

Subject: Using Dave's Arrows For Ambient Building Sounds
Posted by Sanada78 on Mon, 23 Jun 2003 22:13:18 GMT
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Where can I get the new scripts update from?

Subject: Using Dave's Arrows For Ambient Building Sounds
Posted by SomeRhino on Mon, 23 Jun 2003 22:23:20 GMT
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Since all the scripts are activated by the host's machine, then sounds activated via a script will
only be heard by the host, unfortunately.

Subject: Using Dave's Arrows For Ambient Building Sounds
Posted by bigwig992 on Tue, 24 Jun 2003 01:03:23 GMT
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The only way the host and client can hear the sounds, is if you add it in as a sound effect or
music. (those little weird looking "horn" things). Try finding a script that will send a custom
message to the sound object and destroy it. I don't remember many scripts, so I'm not sure if one

even exist.