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Subject: Re: Extra things in LE

Posted by [Zion](#) on Mon, 09 Oct 2006 09:29:39 GMT

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totalhavok wrote on Sun, 08 October 2006 19:17

2: How do I go about making a building controller for it?

Also how do I tie sounds to a buildings health? I have sounds that I want to play ONLY until the building is destroyed. I have other sounds I then want to play ONLY after the building is destroyed. Is there a way to do this?

Temp or create a new building controller and set its variables.

Sounds can be added in the strings table with strings. You can add strings to the controller in the controller settings.

To add new strings to the table, or edit current ones, in LE goto "Strings > Edit Table" at the top of the application.

No answer to the first one as i would like to know this info myself...

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