Subject: Re: RMV_Camera_Behavior
Posted by IronWarrior on Tue, 12 Jun 2007 14:28:21 GMT

joe937465 wrote on Tue, 12 June 2007 05:46how did u get alarm to work anywys?

Make a Daves Arrow call it Alarm_Controller or whatever you want.

Then add M06_Alarm_Controller to it.

Then go back to the Camera or Ceiling Gun and add/edit the value "Alarm_ID" and add the ID of the Daves Arrow with the M06_Alarm_Controller.

Soon as the camera or Ceiling Gun spots an enemy, an loud alarm sound will be played, like you heard in single player.

But, I found out it only works the once when it spots you, in single player it would sound none stop untill you stopped it by using the switch.

I tryed to use the M06_Alarm_Switch, but it didnt work, dont know why, I had it set up like right.