Subject: Re: W3D Animation sounds
Posted by Poskov on Tue, 15 Apr 2008 22:04:37 GMT

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Jerad Gray wrote on Mon, 14 April 2008 10:46Try using engine or fire sounds that will work in conjunction with level editor to play at the same time as when you fire.?

you don't get it, for example:

in the ini file there is an entry already inside it like such,

[S_A_HUMAN.h_a_612a]
Sound0=38, SFX.Human_KneeHit_02
Sound1=41, SFX.Human_BodyFall_01
Sound2=52, SFX.Human_FootHit_01

but, if I try to create a new entry and bind a sound to it
[V_CHAMELEON.V_CHAMELEON]
Sound0=00, Chameleon_Amb

no sound plays.

can you only bind W3D sounds to characters? or did I not write the entry correctly?