
Subject: Surface effect sounds

Posted by [Slave](#) on Fri, 09 Feb 2007 09:24:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

How would one get the unused surface effect sounds to work?

An example of already enabled ones are bullet impacts, footsteps, sliding wheels and such. The sounds i would like enabled are rolling tank tracks, ejected bouncing shells from rifles, and every other random thing i will figure out in the process.

Also, i tried doing it myself via surfaceeffects.ini, but this failed, i even copy pasted the one from RA APB (they have gotten some of those sounds to work). But this failed too. So i know it's possible, the only question is how.

Subject: Re: Surface effect sounds

Posted by [Jerad2142](#) on Fri, 09 Feb 2007 15:46:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

Bouncing bullet shell sound effects are impossible to use, APB just attached the bullet bounce sound to the fire sound, if the bullet never hit the ground it would still play their stupid bounce sound.

Subject: Re: Surface effect sounds

Posted by [Slave](#) on Fri, 09 Feb 2007 16:53:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ah yes, seems like you are right about the shells. Do you think the tanktracks are done using a same kind of bypass or something?

Subject: Re: Surface effect sounds

Posted by [Jerad2142](#) on Fri, 09 Feb 2007 17:57:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

No, the tank tracks are probably an engine sound.

Subject: Re: Surface effect sounds

Posted by [OWA](#) on Fri, 09 Feb 2007 19:24:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

Jerad Gray wrote on Fri, 09 February 2007 17:57No, the tank tracks are probably an engine sound.

The tank tracks on APB are affected by surface type so it cant be the engine noise. There is a setting somewhere for it. I cant remember where it is though ...

Subject: Re: Surface effect sounds

Posted by [Jerad2142](#) on Fri, 09 Feb 2007 21:51:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

One Winged Angel wrote on Fri, 09 February 2007 12:24Jerad Gray wrote on Fri, 09 February 2007 17:57No, the tank tracks are probably an engine sound.

The tank tracks on APB are affected by surface type so it cant be the engine noise. There is a setting somewhere for it. I cant remember where it is though ...

Sorry I forget it is in the "surfaceeffects.ini" file.

Subject: Re: Surface effect sounds

Posted by [OWA](#) on Sat, 10 Feb 2007 00:12:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Jerad Gray wrote on Fri, 09 February 2007 21:51One Winged Angel wrote on Fri, 09 February 2007 12:24Jerad Gray wrote on Fri, 09 February 2007 17:57No, the tank tracks are probably an engine sound.

The tank tracks on APB are affected by surface type so it cant be the engine noise. There is a setting somewhere for it. I cant remember where it is though ...

Sorry I forget it is in the "surfaceeffects.ini" file.

Ah yeah, cheers for that one.

Subject: Re: Surface effect sounds

Posted by [Slave](#) on Sat, 10 Feb 2007 01:48:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Exactly. Inside this surfaceeffects.ini i changed the following:

```
[Sand_Track Rolling]
Friction=1
Emitter0=e_tk_roll_sand
```

```
[Sand_Track Sliding]
Friction=1
Emitter0=e_tk_sld_sand
```

into

```
[Sand_Track Rolling]
Sound0=SandTrackRoll
Friction=1
Emitter0=e_tk_roll_sand
```

```
[Sand_Track Sliding]
Sound0=SandTrackRoll
Friction=1
```

Emitter0=e_tk_sld_sand

I also checked if the referred preset was by chance bugged up. Bit i did not find any problems. I also tried copy pasting wheel sound to the treads, this didn't work either. Maybe it happens to be disabled from within the game, and some script did the trick, i dont know.
