Subject: Few Things To Ask
Posted by _SSnipe_ on Wed, 11 Jul 2007 01:03:47 GMT
View Forum Message <> Reply to Message

1) what script makes a samsite work
2) how can i make a sound that i put into a buidling and every about 2 minutes plays eh sound
then another 2 minutes plays it again

Subject: Re: Few Things To Ask
Posted by Caveman on Wed, 11 Jul 2007 01:05:10 GMT
View Forum Message <> Reply to Message

Dude not to be funny but isn't that a readme or something to help with this.. nearly 600 pots within
a few months 9/10 asking for help...

Subject: Re: Few Things To Ask
Posted by _SSnipe_ on Wed, 11 Jul 2007 01:18:04 GMT
View Forum Message <> Reply to Message

i dont see any readmes and no tut on renhelp.net with these answers and i cant seem to get it to
work myself so im asking here

Subject: Re: Few Things To Ask
Posted by IronWarrior on Wed, 11 Jul 2007 01:29:28 GMT
View Forum Message <> Reply to Message

joe937465 wrote on Tue, 10 July 2007 20:031) what script makes a samsite work
2) how can i make a sound that i put into a buidling and every about 2 minutes plays eh sound
then another 2 minutes plays it again

Use M00_BuildingStateSoundSpeaker on a daves arrow.

Sound_Normal > is the value you type what sound you wish to play, you can find a list of sounds
in always.dat (not sure if all will play, never tested)

Sound_Destroyed > when you want a sound to play when a building is destroyed.

BuildingController > Building controller ID.

Frequerncy_Min and Frequercy_Max is how often you wish it to play or not. (not really sure how it
works, if you leave it at 0.00 it still works)

All the other values, leave blank.

To have a look yourself, open up an MP .lvl file and have a look yourself, you looking for the SFX arrows.

Hmm, dont know what you can use for sam sites, I heard they are buggy.

For my AOW maps, Zunnie had to make a new script to make them work.

Subject: Re: Few Things To Ask
Posted by _SSnipe_ on Wed, 11 Jul 2007 01:41:20 GMT
View Forum Message <> Reply to Message

to edit my first post make it so an alarm keeps sounding whena buidling dies i think u do that in the scripts uner

void MDB_SSGM_Building::Killed(GameObject *obj, GameObject *shooter) {

but form ther ei get stuck i want it to play over and not mess up the current sounds

---

Subject: Re: Few Things To Ask
Posted by Whitedragon on Wed, 11 Jul 2007 01:44:21 GMT
View Forum Message <> Reply to Message

You don't need to, and shouldn't, edit the SSGM scripts to add sounds. Instead either make a new script or use an existing one.

Subject: Re: Few Things To Ask
Posted by _SSnipe_ on Wed, 11 Jul 2007 02:14:09 GMT
View Forum Message <> Reply to Message

one that plays a sound over and over when a buidlingd dies? im not that advance yet :S

Subject: Re: Few Things To Ask
Posted by reborn on Wed, 11 Jul 2007 02:48:09 GMT
View Forum Message <> Reply to Message

Set a boolean flag for the building death, and while the boolen flag is true then use commands create 2d sound.

Subject: Re: Few Things To Ask
Posted by _SSnipe_ on Wed, 11 Jul 2007 03:12:19 GMT
View Forum Message <> Reply to Message

i understood the last 3 words of what u said

Subject: Re: Few Things To Ask
Posted by Tankkiller on Wed, 11 Jul 2007 03:39:47 GMT
View Forum Message <> Reply to Message

for the sam site use: JFW_Base_Defence_VTOL_Only.

It will shoot at air craft, not anything else.

Subject: Re: Few Things To Ask
Posted by _SSnipe_ on Wed, 11 Jul 2007 03:40:52 GMT
View Forum Message <> Reply to Message

any para i need to know the correct settings?

Subject: Re: Few Things To Ask
Posted by Tankkiller on Wed, 11 Jul 2007 03:57:11 GMT
View Forum Message <> Reply to Message

just the range ,600-700 is good depending on your map,(and maybe one other thing), its really simple stuff. No engine calls, no daves arrow, just your sam.

Subject: Re: Few Things To Ask
Posted by bisen11 on Wed, 11 Jul 2007 07:44:12 GMT
View Forum Message <> Reply to Message

joe937465 wrote on Tue, 10 July 2007 21:18i dont see any readmes and no tut on renhelp.net with these answers and i cant seem to get it to work myself so im asking here

Check the Renhelp FAQ too. Some things are too small they aren't worth making a whole tutorial for so they're in the FAQ section.