
Subject: Sound loop script
Posted by [Brandon](#) on Thu, 23 Aug 2007 00:22:47 GMT
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Okay, there's that looping alarm klaxon, how would I go about playing a looping klaxon with scripts?

Subject: Re: Sound loop script
Posted by [Gen_Blacky](#) on Thu, 23 Aug 2007 00:24:55 GMT
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what are trying to do poke , zone what

Subject: Re: Sound loop script
Posted by [Genesis2001](#) on Thu, 23 Aug 2007 00:28:00 GMT
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Like I said on YIM to you just now like...5 seconds before you signed off. I'll work on a script for that

Subject: Re: Sound loop script
Posted by [Brandon](#) on Thu, 23 Aug 2007 23:00:00 GMT
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Well, I want a looping klaxon alarm to sound off when an incoming wave of enemy reinforcements spawns.

MathK1LL, I never got that IM, just so you know. But if you'll help me out then thanks in advance.

Subject: Re: Sound loop script
Posted by [Sniperhid](#) on Fri, 24 Aug 2007 08:59:28 GMT
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You should be able to use one of these scripts:

Quote:JFW_3D_Sound_Timer (play a 3d sound on a timer)

Time (how long the timer should run for)

TimerNum (what number to use for the timer)

Repeat (repeat the sound, 1 = yes, 0 = no)

Sound (sound to play)

Offset (offset from the location of the object with this script to play the sound at)

This one may help more, so all players hear it:

Quote:JFW_2D_Sound_Team_Custom (play a 2d sound for a given team on custom)
Message (message to listen for)
Sound (sound to play)
Team (team to play for, 0 = Nod, 1 = GDI, 2 = both)
But i don't know if this will help you because i dont know how you have setup it up

Subject: Re: Sound loop script
Posted by [Jerad2142](#) on Fri, 24 Aug 2007 13:04:51 GMT
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RMV_Engine_Sound (less parameters).

Subject: Re: Sound loop script
Posted by [Brandon](#) on Fri, 24 Aug 2007 22:48:56 GMT
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O_o I never knew there was a loop parameter on the JFW script, well, I'll be using that one.
Thanks guys.
