
Subject: W3D Animation sounds
Posted by [Poskov](#) on Fri, 11 Apr 2008 21:35:20 GMT
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how do you bind sounds to animations?

INI:

```
[V_CHAMELEON.V_CHAMELEON]
Sound0=00, Chameleon_Amb
```

(it ain't working)

Subject: Re: W3D Animation sounds
Posted by [Poskov](#) on Sun, 13 Apr 2008 16:06:01 GMT
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hello?

Subject: Re: W3D Animation sounds
Posted by [Jerad2142](#) on Mon, 14 Apr 2008 14:46:50 GMT
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Try using engine or fire sounds that will work in conjunction with level editor to play at the same time as when you fire.

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?
