
Subject: Poke radio for music

Posted by [sauron--the--king](#) on Wed, 19 Nov 2008 08:09:08 GMT

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Hi,

I would like to make a radio in LE, when I poke the radio I want to hear music from it. But when I poke again, the music must stop. When I poke it I want to hear a "click" sound. The more you go away from the radio the lower the volume of the music. I already have my own music for it and my own "click" sound. I also have a pokeable radio, I only have to get these in the right place. Anyone who knows to get this functioning?

Kind regards,

Brian

Subject: Re: Poke radio for music

Posted by [ErroR](#) on Wed, 19 Nov 2008 14:03:37 GMT

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Hmm for the volume i think you have to make it a 3D sound

Subject: Re: Poke radio for music

Posted by [sauron--the--king](#) on Thu, 20 Nov 2008 15:43:50 GMT

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Hi,

I just won't get the 3D sound music started when I poke it. I now have the 3D music, thanks to your reply But I won't get the music started when I poke the radio and stop the music when I poke it again.

Can someone help me with it?

Kind regards,

Brian

Subject: Re: Poke radio for music

Posted by [ErroR](#) on Thu, 20 Nov 2008 15:48:30 GMT

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saoron--the--king wrote on Thu, 20 November 2008 17:43Hi,
I just won't get the 3D sound music
started when I poke it. I now have the
3D music, thanks to your reply
But I won't get the music started when
I poke the radio and stop the music
when I poke it again.
Can someone help me with it?

Kind regards,

Brian

i don't know how because my le knoledge is just basic.. u can ask someone that knows le better.
jerad maybe ^^ (or not)

Subject: Re: Poke radio for music

Posted by [mr£Ä\\$Ä-z](#) on Thu, 20 Nov 2008 15:58:02 GMT

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Very simple to script in C++

Subject: Re: Poke radio for music

Posted by [ErroR](#) on Thu, 20 Nov 2008 18:03:17 GMT

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madrackz wrote on Thu, 20 November 2008 17:58Very simple to script in C++
yes but i can be made using le only. correct me if i'm wrong.
