## Subject: code
Posted by roszek on Wed, 18 Jul 2018 10:17:58 GMT

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Is it possible to play a sound just to an individual player?

thanks.

## Subject: Re: code
Posted by dblaney1 on Wed, 18 Jul 2018 18:53:56 GMT

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Yes.
You can either use:

Create_Sound_Player(GameObject *obj,const char *soundname,const Vector3 & position,GameObject *obj2)

 or

Create_2D_WAV_Sound_Player(GameObject *obj,const char *soundname)

You can also use the console command sndp.

If your sound is dialog though I recommend using:

Create_2D_Wave_Sound_Dialog_Player(GameObject *obj,const char *soundname)

That makes it play over the dialog channel/volume rather than sound effects.

## Subject: Re: code
Posted by roszek on Sun, 12 Aug 2018 00:11:22 GMT

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I'm having trouble getting a sounds id.

If I do

int soundID = Commands->Create_Sound("some_sound",some_position,some_obj);

I get 0 for soundID on server.

But I do get an id in lan.

I need to stop the sound( Commands->Stop_Sound(soundID,true); )but I can't on the server if I

don't have an id, I can only do it in lan.

Why?

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Subject: Re: code
Posted by dblaney1 on Sun, 12 Aug 2018 00:39:31 GMT
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None of the sound code actually runs on the fds. Your best bet is to use sound emitters. You can create them using w3dview. Then you spawn an invisible object and set the model to that sound emitter. When you want the sound to stop you destroy that invisible object.

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Subject: Re: code
Posted by roszek on Sun, 12 Aug 2018 18:03:17 GMT
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It would be better to turn the sounds on and off with frames that's the way I'm doing it anyway.

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Subject: Re: code
Posted by dblaney1 on Mon, 13 Aug 2018 04:13:51 GMT
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Yeah that works as well with sound emitters. We use that on our building aggregates so we can have different sounds for the damage levels etc.

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Subject: Re: code
Posted by roszek on Thu, 29 Nov 2018 21:06:43 GMT
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*Image Deleted*

I can not figure out how this message is done I looked through everything.

Any help would be appreciated.

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Subject: Re: code
Posted by jonwil on Fri, 30 Nov 2018 03:22:35 GMT
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If you mean the blue text in the center, you want Set_HUD_Help_Text_Player

Subject: Re: code
Posted by roszek on Fri, 30 Nov 2018 12:30:41 GMT
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ah, okay.

Thank you very much.

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Subject: Re: code
Posted by Kamuix on Sun, 06 Jan 2019 22:27:40 GMT
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Wow roszek that's some awsome maps and mods you have there what is it your playing modification wise something you made or something you downloaded?

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Subject: Re: code
Posted by dblaney1 on Sat, 12 Jan 2019 17:42:42 GMT
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Kamuix wrote on Sun, 06 January 2019 15:27Wow roszek that's some awsome maps and mods you have there what is it your playing modification wise something you made or something you downloaded?

The screenshot is from Interim Apex which is available on W3D Hub. Download the launcher from w3dhub.com to play it. Lots of players on daily.

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