Subject: 1 question on sounds...
Posted by xpontius on Mon, 19 May 2003 19:07:05 GMT
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I just need to know how, well, since my map is in the pacific, how you cause the water sound to activate once walking in it.

Subject: 1 question on sounds...
Posted by pulverizer on Mon, 19 May 2003 19:40:46 GMT
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I'm not 100% sure, but I think that's a setting in gmax. select water as surface type.

Subject: 1 question on sounds...
Posted by Captkurt on Mon, 19 May 2003 23:49:04 GMT
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You got it. and also in your Level Editor you can set sounds of the wind, surf, etc...

Subject: 1 question on sounds...
Posted by xpontius on Tue, 20 May 2003 16:00:10 GMT
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Now how far would the sound have to be set to go or would i just lay a bunch of them every where?