
Subject: sound help requested

Posted by [jonwil](#) on Sun, 29 Feb 2004 14:04:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

As part of its operation, the script M03_Engineer_Target calls a script command called Create_Logical_Sound. It passes values of 40012 and 40014.

Can someone more skilled than me with audio, test the script somehow or whatever and tell me which sounds match with those values?

They dont match with any sound I can find but mabie the game uses those numbers differently.

Or it could be that a "logical" sound is never heard and only used in game

Anyhow, I need to know

Subject: sound help requested

Posted by [laeubi](#) on Sun, 29 Feb 2004 19:46:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

A logical Sound is different from any other 'Global Sound' that is has a center, where it is created (e.g. an exploding C4) and an radius where you hear the Sound (the louder the nearer your at the center).

Also there are some special types, that are affecting the behavior of the engine e.g. you hear different sounds on the different surfaces.

This script attaced to an vehicel for example affect's AI enginerrs repair the vehicel or object when it is damaged (not working for a building....)

In some missions it is maybe used to notify you when an object is repared again and allow the engine to go on with the next objective (like in mission 1 2 engineer repair a tank for havoc and you then can go on)

Subject: sound help requested

Posted by [jonwil](#) on Sun, 29 Feb 2004 22:52:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks for the info.

But that doesnt help me identify which sound presets correspond with the 2 sounds being used by this particular script
