Subject: Re: Spawning sound effects? How?
Posted by Napalmic on Thu, 02 Mar 2006 04:11:57 GMT
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Doesn't Renegade Alert do something like this when a character is bought?

If not, I think I know a solution. There's something called a SpecialEffectsObjID in any spawner preset where you can choose a preset "special effect" to appear such as the dazzle and flash that appears when a weapon spawns.

Okay, go to Object->Special Effects->Spawner Created Special Effect. Temp it, and at the bottom there's the option SoundDefID where you select a sound preset to play. You make your own sound preset from the Sound folder, obviously. And then, just make sure the spawner calls for it and it should work. If not, that's my best guess.

I'll have to try it out next time, it's a good idea if you want your spawner to play a little editor's cut on the side.