
Subject: Spawning sound effects? How?

Posted by [Naamloos](#) on Wed, 01 Mar 2006 23:48:36 GMT

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I wanted to make spawners that used sound effects so I could use them with GTH_Enable_Spawner_On_Enter for triggering them. However, I noticed that you can't add sound effects to spawners (they don't show up in the preset list for making spawners).

Is there any way how I can do this?

Subject: Re: Spawning sound effects? How?

Posted by [Napalmic](#) on Thu, 02 Mar 2006 00:36:55 GMT

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What are you saying? You want to have sound effects spawn/play when someone enters a zone?

Subject: Re: Spawning sound effects? How?

Posted by [JeepRubi](#) on Thu, 02 Mar 2006 02:03:53 GMT

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I think he means when something spawns he wants it to make a noise.

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.

Subject: Re: Spawning sound effects? How?

Posted by [Naamloos](#) on Thu, 02 Mar 2006 11:18:50 GMT

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I'll try that.

I want to use it with troop drop cinematics and AI bot spawns in interior maps for my multiplayer co-op map (C&C_Assault). Not just character purchases.

If it works it will add some single player feel to the map.

Subject: Re: Spawning sound effects? How?
Posted by [Napalmic](#) on Thu, 02 Mar 2006 23:56:13 GMT
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Troop drop cinematics you can make a sound play at a certain bone, so that's covered.

Subject: Re: Spawning sound effects? How?
Posted by [Naamloos](#) on Fri, 03 Mar 2006 01:08:54 GMT
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That was just an example of how I wanted the sound effects to work a bit. The troop drop cinematics already work, I just wanted sound effects for 'normal' spawns that used the GTH_Enable_Spawner_On_Enter script.

Maybe I'm bad at explaining things I wan't, but I think I got it working now, so you'll see.
