

---

Subject: Building sound twiddlers  
Posted by [Slave](#) on Thu, 12 Jul 2007 21:53:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Inside leveledit, on the official westwood maps, you can find plenty of dave's arrows. Almost all have sound twiddler scripts attached to them. Those are supposed to play random sounds at a given interval, at the location of the arrow.

I've been trying to do pretty much the same, while using unused sound strings from always.dat. I triple checked every value of the script, made sure the building controller ID and other stuff were set up correct, but it simply refuses to work. Even when editing an existing westwood arrow found on a westwood map.

No, I'm not trying this serversided, it's a fresh map.

Some idea's I had:

- It's the .mix format that fux everything up
- Westwood did a crappy job on the scripts, since some other default twiddlers don't work correct either.
- I missed something.

So if anyone knows how to get closer to a fix, I would say tnx.

---

---

Subject: Re: Building sound twiddlers  
Posted by [danpaul88](#) on Thu, 12 Jul 2007 23:18:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

IIRC those sounds only worked for the host originally. Core Patch 1 or 2 fixed that and allowed all players to hear the sounds, not sure if this will help you at all or not.

---

---

Subject: Re: Building sound twiddlers  
Posted by [Veyrdite](#) on Fri, 13 Jul 2007 05:32:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It's probably single-player only like some other features of ren. Couldn't you setup a spawner to do this job?

EDIT: ren has different sound formats for everything, check the exact format on the ones used in sp, then extract your ones and convert them.

---

---

Subject: Re: Building sound twiddlers  
Posted by [IronWarrior](#) on Fri, 13 Jul 2007 05:37:03 GMT

---

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

---

Well if this is true and you cant change the sounds to play using that script, then that sux.

I guess, you might have to make a script to do it.

---

---

Subject: Re: Building sound twiddlers

Posted by [Slave](#) on Fri, 13 Jul 2007 20:41:58 GMT

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

---

It ain't single player only, some of them work, like the pumping sound of the refinery.

Having the latest scripts.dll and bhs.dll doesn't fix it.

Control the media, control the mind.

Control the scripts, control the media.

Now I can't put those gdi noobs into disbelief with a pile of edited sounds. Meh!

---

#### File Attachments

1) [gdi\\_newscast\\_3.mp3](#), downloaded 338 times

---