

Ambient Sound

What we are going to do:

Holy shit! Thats all I got to say. My Buddy, the F'n Guru at map making "HkySk8r187" has figured how to make ambient sound. Ex. a radio, car, interior sound. So w/no more bla, I would like to thank him and give him 100% credit for this tut...but I wrote it....hehehe!

Get Going!

Okay, this is HkySk8r187'S map that I am using, so either mimic it or d/l it, or make your own, but I we go:

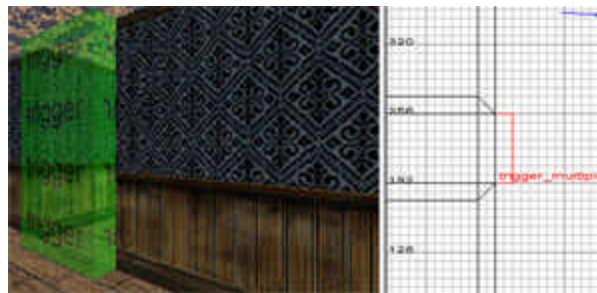
Just make a map:



Decide where you want the sound, red is exterior, green is interior:



Great, now make a box in front of the bottom door and make it a trigger multiple:



Then hit "n" and put this value in:

`$targetname / exterior`

\$targetname	exterior
classname	trigger_multiple

Great. Now make another trigger multiple just like this one, but just behind it a little bit:

