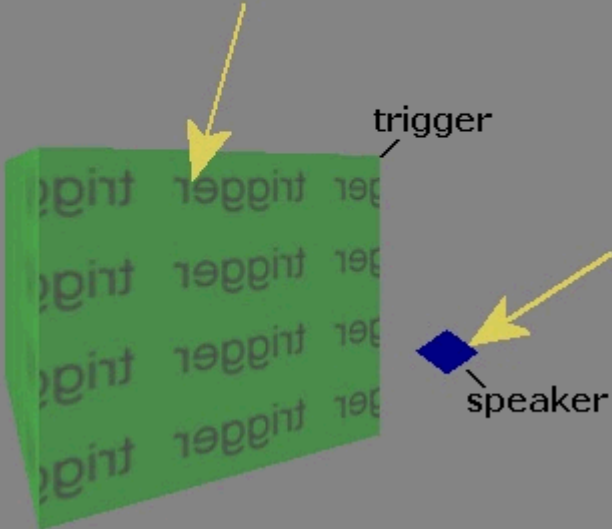


Adding Custom Sound

PART 1	
	<p>There are two things to add to your map.</p> <p><u>Trigger</u> - Make a brush in radiant then right click and select trigger/multiple (This is for trigger that players will walk into to activate) or trigger/use (This trigger is for when player will press use key to activate), size and place your trigger brush where you want it then press "n" and add the keys and value as shown below.</p> <p><u>Speaker</u> - Right click in grid area and select script/model. Now press "n" and enter the keys and values shown below.</p>
<div><div><p><u>trigger/multiple</u></p><p>key = targetname value = music_trigger</p></div><div><p>trigger</p></div><div><p><u>script/model</u></p><p>key = model value = fx/dummy.tik</p><p>key = targetname value = music_sound</p></div></div>	
PART 2	
	<p>Now add the following to your map script. See image below to check position and what each part does.</p>
	<code>local.master = spawn ScriptMaster</code>
	<code>local.master aliascache mysound sound/mechanics/my_sound.wav</code> <code>soundparms 1.0 0 1 0 600 1200 auto loaded maps "dm obj"</code>
	<code>exec ubersound/ubersoundmymap.scr</code>
	<code>level.mysoundplayswitch = 0</code>
	<code>thread mysound</code>

	mysound:
	\$music_trigger waittill trigger
	if (level.mysoundplayswitch == 0)
	{
	\$music_sound playsound mysound
	level.mysoundplayswitch = 1
	}
	wait 1
	end

```

obj_mymap.scr - Notepad
File Edit Format View Help
main:
    local.master = spawn ScriptMaster
    local.master aliascache mysound sound/mechanics/my_sound.wav soundparm
    exec ubersound/ubersoundmymap.scr
    level waittill spawn

    level.mysoundplayswitch = 0
    thread mysound

    level waittill roundstart
end
////////////////////////////////////
mysound:
    $music_trigger waittill trigger // music_trigger is the trigger
    if (level.mysoundplayswitch == 0)
        {
            $music_sound playsound mysound // music_sound is the trigger
            level.mysoundplayswitch = 1
        }
    wait 1
end

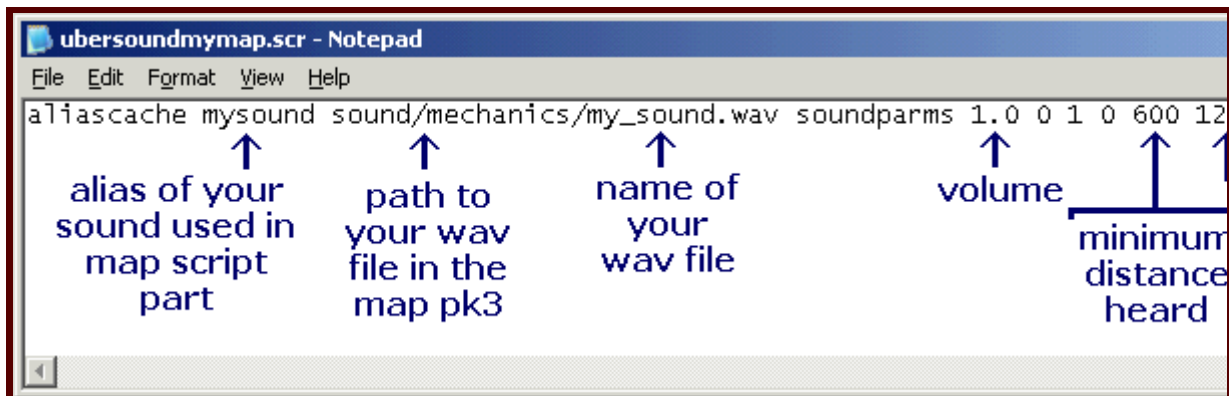
```

PART 3

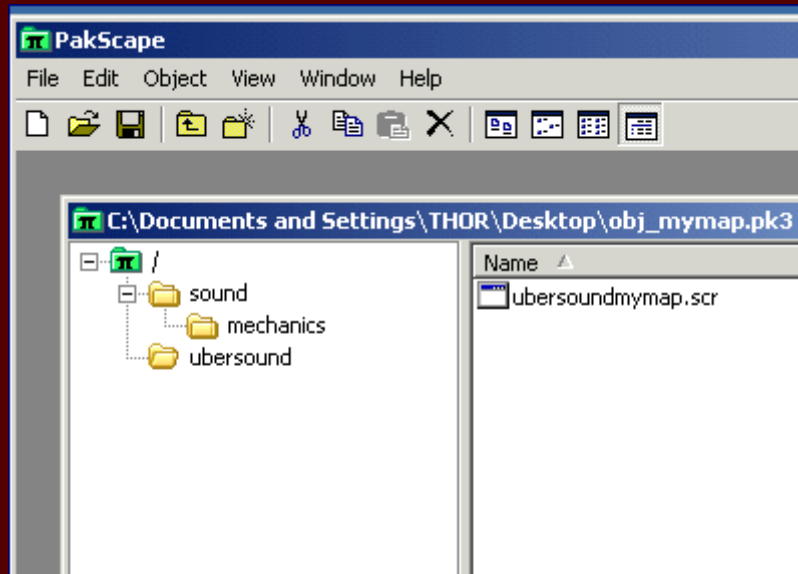
Adding an ubersound script will ensure your sound will be played when the map is loaded for the 1st time

Create a text file on your desktop and name it ubersound**mymap**.scr (**mymap** part is the name you give your map), now add the following line to it.

```
aliascache mysound sound/mechanics/my_sound.wav soundparms
1.0 0 1 0 600 1200 auto loaded maps "dm obj"
```



Create an "ubersound" folder in your map pk3 and add your ubersound script to it.



PART 4

Adding your custom sound file.

Your sound file must be 16khz or 22khz, 8 bit, mono wav file.

Create a "sound" folder in your map pk3, then create a "mechanics" folder inside the "sound" folder. Add your wav file to the "mechanics" folder and save.

