

Custom Sound Info

(By: Crunch)

Question by 'jeep':

Would much appreciate help with this little challenge...

My Mohaa SP Map: I made little snippets of frames from an old Bond movie and put them up on a wall to play. I made a standard 22Khz 16Bit .wav file for this movie , so that when I walk across the middle of the room the sound will play. Just one problem... my bond.wav doesn't play!

What I did:

- 1- I placed bond.wav in .../mohaa/main/sounds
- 2- placed a trigger_multiple and clicked on sound tab, browsed to .../mohaa/main/sounds/bond.wav

I have been through Nemesis ambient.map example and it works great... but what am I missing to get my custom sounds to play in my sp maps??? :(I even tried renaming my maps and compiling them as M13 etc... but the engine is obviously then looking for the correct sound names in the script...?? HELP PLEASE!

Answer by 'Crunch':

When an .mp3 is triggered in-game, it is looked for, and therefore should be located, in [main/sounds/amb_stereo](#).

This is dependent on using the common method of creating a .mus file for your level.

A .mus file would look like this:

path sound/amb_stereo

normal Amb_M4_CountryExt_03.mp3 // Plays over entire level

aux1 Amb_Vls_Ext.mp3 // Exterior 1 - all exteriors

aux6 Amb_Vls_Tavern.mp3 // Verlassene Tavern Interior

aux4 Amb_Vls_Int.mp3 // Interior 1 - all interiors

!normal volume 2

!normal loop

!aux1 volume 2.0

!aux1 loop

!aux6 volume 1.5

!aux6 loop

!aux4 volume 1.0

!aux4 loop

These aux "channels" are triggered to play the sounds in certain areas.

The channels are as follows:

Interior:

#set1 plays on aux2

#set2 plays on aux4

#set3 plays on aux6

Exterior:

#set1 plays on aux1

#set2 plays on aux3

#set3 plays on aux5

This means that for channel "aux2" to play, your trigger would have a targetname of **interior** and the k/v pairs of the trigger would be:

key: #set

value: 1

You would then need a trigger to turn the Bond sound on, and then a separate trigger to turn the normal sound back on.

That's it for that method.

You could also create a .tik file for your sound and have it play as a localized sound.

Hope this helps.

Follow-up by 'jeep':

hey, thanks Crunch... this certainly helps alot - I'm gonna work on it- if I do struggle any further, do you know of any detailed sound tutorial for MohRadiant on the web?

Cheers



P.S by the way, did you know that if you record your own sound over the standard sounds (e.g the dialogs of the characters) and keep the same file name... your sound will play at that part in the level - HOWEVER, it only plays for the set amount of time it was programed to. So if the original sound e.g... "luitenant, we must destroy these flak88's , i'll take this one, you get the other" lasts 4 seconds, then your recording must last the same amount of time, otherwise it will cut off in 4 seconds...

Final post by 'Crunch':

Anytime you replace a sound, it is a good idea to rename your sound....overwriting is not an acceptable means of achieving your goal.

You can rename any custom sound to a default game sound, and as long as the source is in the proper directory/folder, it will play.

However, I recommend strongly that you do not do that.

Study the structure of the game so that you can implement the sounds in addition to original sounds.

'Tis the better way.