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| **Plane Sound** |
| **What we are going to do:** |
| Okay we made a plane, now lets make the sound for it! |
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| **Get Going!** |
| Okay, I am using my map we made in my "[Plane](http://web.archive.org/web/20040107091109/http:/users.1st.net/kimberly/Tutorial/plane.htm)" tut!  I have to modify my plane map a little, I need to slow down my plane, so that the sound matches, I will show you how to do that in this tut, Later!  Okay, just below the blue line, right in the middle, draw a little 8x8x8 box and then right click in any 2D view and go to "script" "origin":  http://web.archive.org/web/20050131091646/http://users.1st.net/kimberly/tutorial/planesound/1.jpg  Great, now w/it still selected, hit "N" and put these values in:  #pause / 1.5 <--this is how long it will wait before playing #set / 2 $sound / airplane5 $targetname / bomberspeaker targetname / t161 <-- dono what this is for...or even if you need it  http://web.archive.org/web/20040107091109im_/http:/users.1st.net/kimberly/Tutorial/planesound/t/value.jpg  Great, now deselect that!  That is all for sound!  Now to slow down our plane, Highlight the 1st splinepath and put this value in w/the rest:  speed / .5  You can make it what ever speed you want, but for this tut and this sound this one works the best!  Great, now do this for every single spline path!  Great Now You are done! Compile and play!  http://web.archive.org/web/20040107091109im_/http:/users.1st.net/kimberly/Tutorial/downloadable.jpg |