

Plane Sound

What we are going to do:

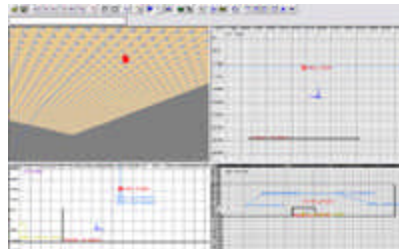
Okay we made a plane, now lets make the sound for it!

Get Going!

Okay, I am using my map we made in my ["Plane"](#) tut!

I have to modify my plane map a little, I need to slow down my plane, so that the sound match
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
any 2D view and go to "script" "origin":



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
```

#pause	1.5
#set	2
\$sound	airplane5
\$targetname	bomberspeaker
classname	script_origin
origin	576 -144 304
targetname	t161

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 b

Great, now do this for every single spline path!

Great Now You are done! Compile and play!



