IDS 4687 Games Engines – UnrealEd Tutorial 11

Author: Erin Hastings phone: 407.926.2979 mail: <u>hastings@cs.ucf.edu</u> This document can be downloaded at: <u>www.planetunreal.com/squacky/UnrealEd-Tutorial11.doc</u>

Tutorial 11 – Ambient Sounds / Triggered Events

This level continues building on the map started in Tutorial 1. Adding ambient sounds is easy and adds a lot to the atmosphere of your map. First open the Actor Class Browser and select Keypoint>>AmbientSound. Then place the Ambient Sound actor where you want the sound to emanate from.



Let's make the lava pit in the map make a sound. Add the Ambient Sound actor above the lava pit.



In the Sound Browser open the package "AmbAncient.uax" and select one of the "lava" sounds.

File Edit View
AmbAncient
AmbAncient
All Looping
gaspipe2 gaspipe3
gears lava31
lava32 lava33
lava33a lavaF1
Milare2 skylift1

Now right click the Ambient Sound actor you placed in the map and select AmbientSound Properties. Under "Sound" select the lava sound as your ambient sound, increase SoundVolume to 255, and decrease SoundRadius to 20.

AmbientSound Properties		×
🕂 Collision		*
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⊕Events		
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t <u>⊕</u> Movement		
⊕Networking		
⊕Object		
È⊷Sound		
AmbientSound	bAncient.Looping.lava33 Clear Use	
SoundPitch	64	
SoundRadius	20	
SoundVolume	255	
TransientSoundR	0.000000	
ⁱ TransientSoundV	1.000000	-

Now see if you can add an ambient sound in the other room for the water pool. You might find a good sound for water in the "AmbOutside.uax" sound package.

One helpful feature for finding the appropriate radius for your sound is to right click the top of a window and select Actors>>RadiiView. This will show the exact radius of your sound. This is also very useful for lights and triggers.



Now we will create a simple triggered event. Suppose we want the door in the map to be triggered by player proximity. This would be a nice feature because players could walk through the door more quickly instead of bumping it and waiting for it to open. In the Actor Class Browser select Triggers>>Trigger. When any player or Bot touches a trigger it can set off an event that you specify. Place a Trigger on either side of the door. Increase the CollisionRadius of each trigger to about 80.



To make our triggers work correctly we have to change a few properties.

Under Eventes>>Event type "Door". This will be the event triggered by the trigger. Change Trigger>>TriggerType to "TT_PawnProximity". This will make players or Bots trigger the door.

Trigger Properties (2 selected)		
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Event	Door	
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t∰Movement		
⊕Networking		
₽Object		
⊕Sound		
⊡…Trigger		
blnitiallyActive	True	
bTriggerOnceOnly	False	
ClassProximityType	None	
DamageThreshold	0.000000	
Message		
RepeatTriggerTime	0.000000	
ReTriggerDelay	0.000000	
TriggerType	TT_PawnProximity	
	TT_PlayerProximity	
	TT_ClassProvimity	
	TT AnvProximity	
	TT_Shoot	

Now we have to set our door to be triggered.

Under Events>>Tag type "Door" just like you typed it in the triggers. Also change Object>>InitialState to "TriggerOpenTimed". This will make the door trigger activated instead of bump activated.

Mover Properties	×
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t‡⊷Brush	
🕀 Collision	
🕂 Display	
ĖEvents	
Event	None
Tag	Door
⊕Filter	
i∰LightColor	
i∰Lighting	
t <u>⊕</u> Movement	
⊞Mover	
⊕MoverSounds	
⊡ •••Networking	
⊡Object	
Class	Class'Engine.Mover'
Group	None
InitialState	TriggerOpenTimed
Name .	None
] ⊞Sound	StandUpen I med
	BumpOpenTimed
	TriggerPound
	TriggerControl
	Trigger Loggie

Your triggered door is now ready to be tested. Notice on the 2D map a red line now links your triggers to your triggered object.

