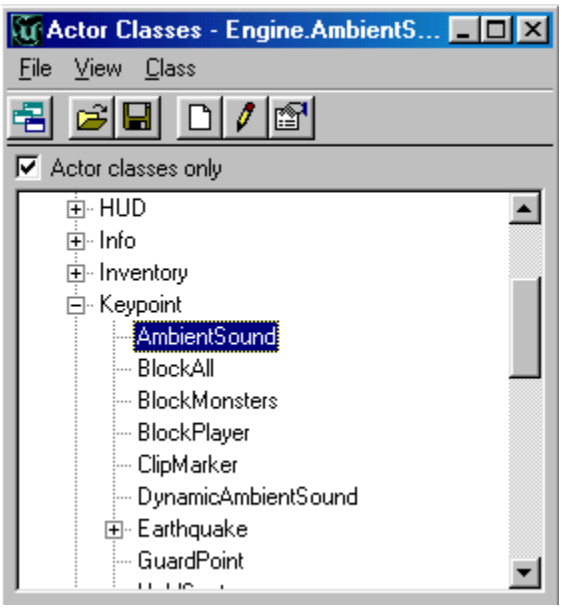
IDS 4687 Games Engines – UnrealEd Tutorial 11

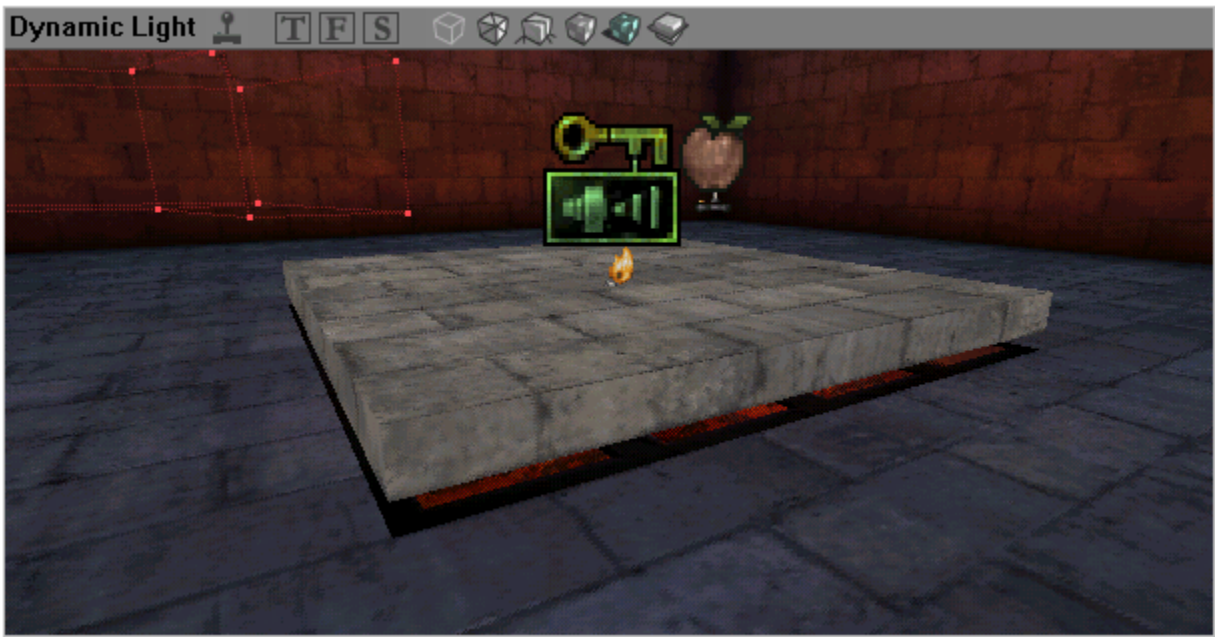
Author: Erin Hastings phone: 407.926.2979 mail: hastings@cs.ucf.edu
This document can be downloaded at: www.planetunreal.com/squacky/UnrealEd-Tutorial11.doc

Tutorial 11 – Ambient Sounds / Triggered Events

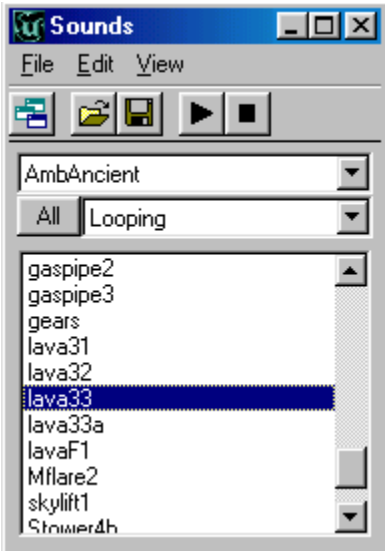
This level continues building on the map started in Tutorial 1. Adding ambient sounds is easy and adds a lot to the atmosphere of your map. First open the Actor Class Browser and select Keypoint>>AmbientSound. Then place the Ambient Sound actor where you want the sound to emanate from.



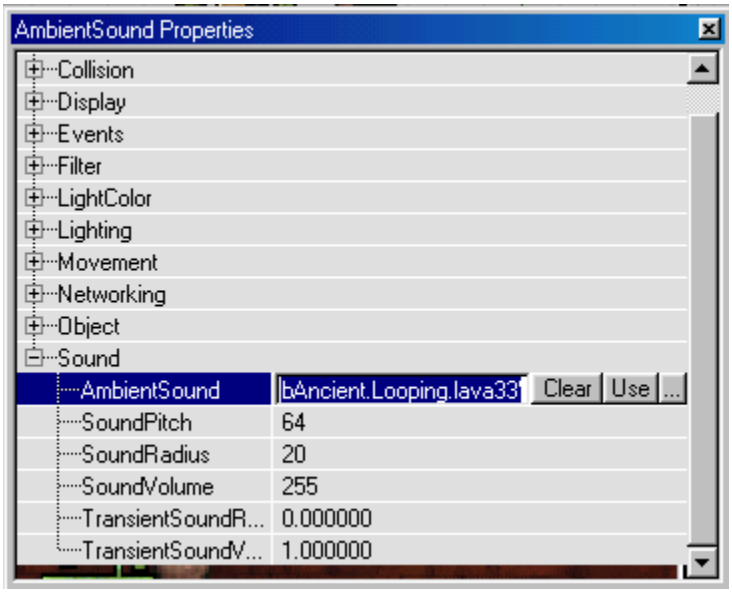
Let's make the lava pit in the map make a sound. Add the Ambient Sound actor above the lava pit.



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

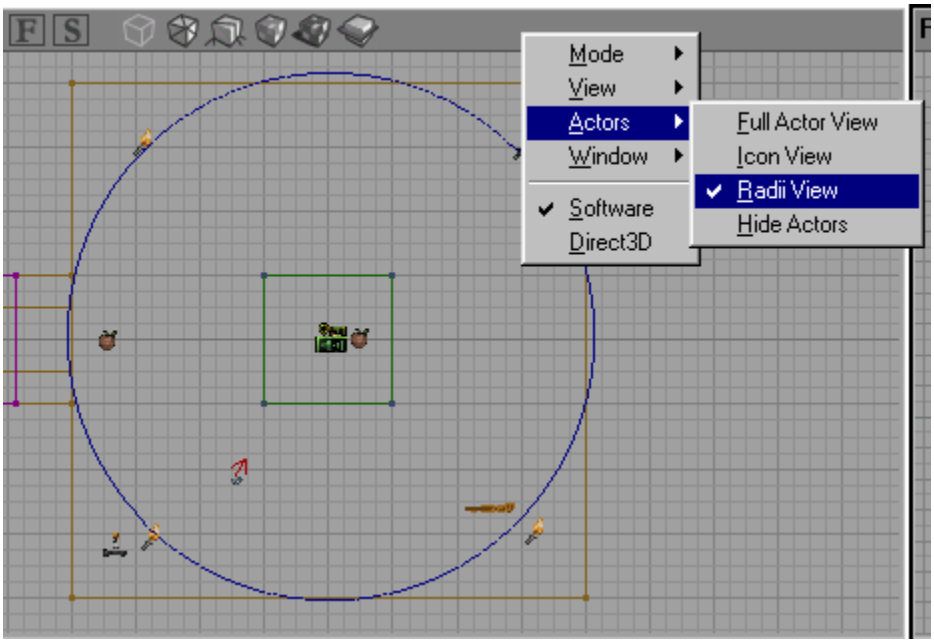


Now right click the Ambient Sound actor you placed in the map and select AmbientSound Properties. Under “Sound” select the lava sound as your ambient sound, increase SoundVolume to 255, and decrease SoundRadius to 20.

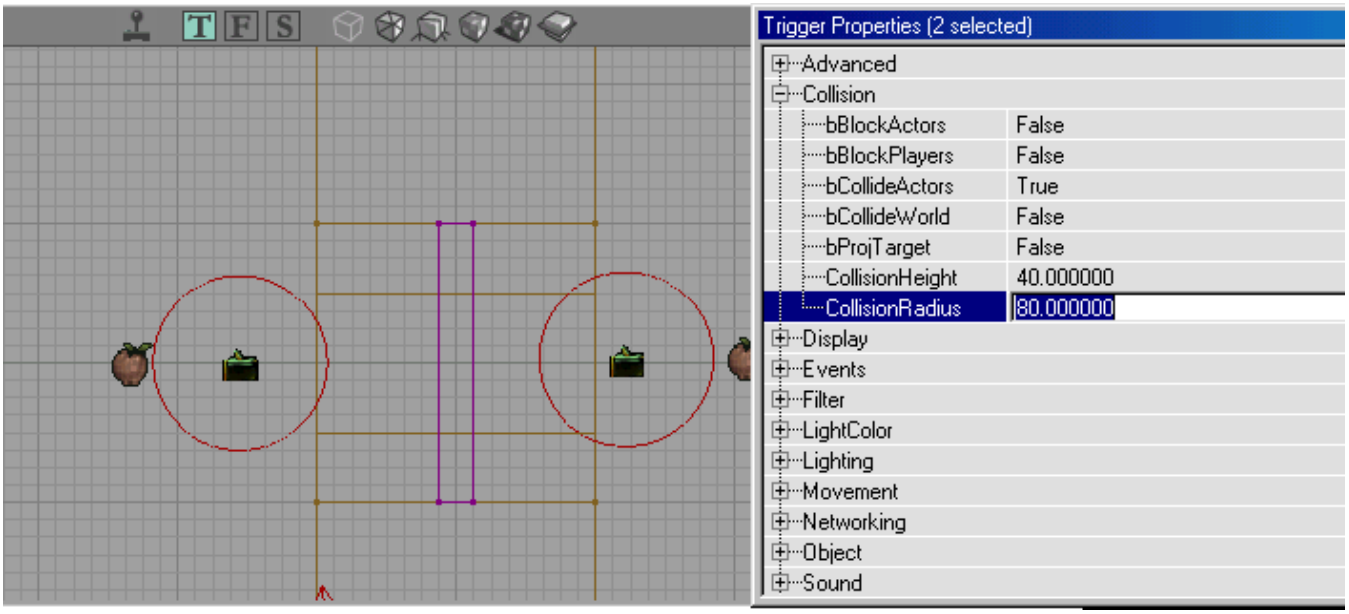


Now see if you can add an ambient sound in the other room for the water pool. You might find a good sound for water in the “AmbOutside.uax” sound package.

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.

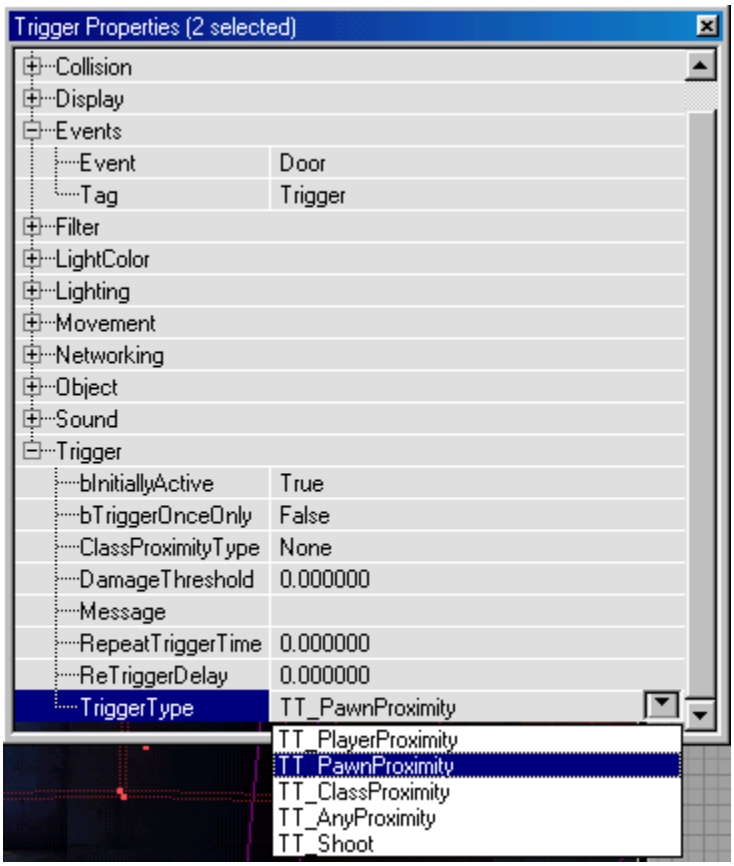


Now we will create a simple triggered event. Suppose we want the door in the map to be triggered by player proximity. This would be a nice feature because players could walk through the door more quickly instead of bumping it and waiting for it to open. In the Actor Class Browser select Triggers>>Trigger. 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.



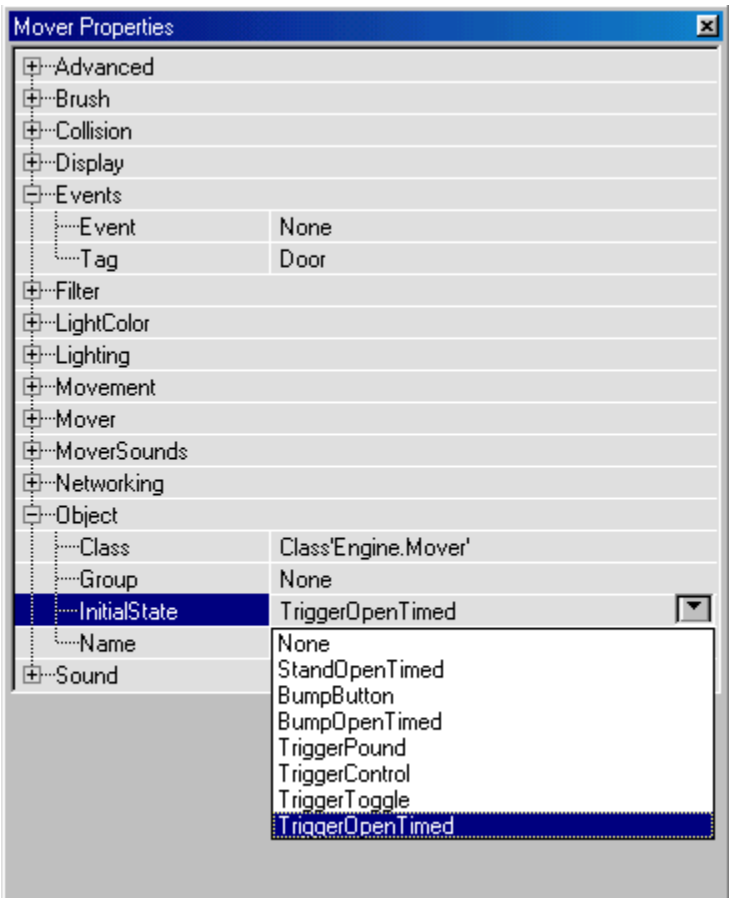
To make our triggers work correctly we have to change a few properties.

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.



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.



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.