

idSoundEntity

Sound entities are used to broadcast sounds to a player.

Usage

```
entity {
  entityDef sound_buffpod_1 {
    inherit = "sound/soundentity";
    class = "idSoundEntity";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = false;
    disableAIPooling = false;
    edit = {
      temporarySoundEvent = true; // if true, the sound effect will only play for its duration
      spawnPosition = {
        x = 1;
        y = 1;
        z = 1;
      }
      soundOcclusionBypass = true; // if true, the sound effect plays with no barrier obstruction
      startEvents = {
        num = 1;
        item[0] = "play_ui_empowered_demon_incoming"; // the sound that will play
      }
      stopEvents = {
        num = 1;
        item[0] = "play_ui_empowered_demon_incoming"; // the sound that will stop, this makes it
        repeatable
      }
    }
  }
}
```

See Also

- **idMusicEntity**

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