

Sound Browser window

This window helps when having to pick sounds. It can work in two different modes:

- Sound Entity



- **Full path input:** This input will display the current full path, will show each step in the path as a row in the open list. Clicking on a row will make the dialog navigate to that folder.
- **Up button:** will make the dialog navigate to the parent folder.
- **Directory and file listing**

- Sound Event



- Two boxes will show up, left one will list available **Sound Projects** (or sound banks) and **Sound Groups** (pretty much like subdirectories) in a tree fashion. The one at the right will show **Sound Events** (sounds actually) present inside the picked Group. To use one of them, just select it there.

These are common for both modes.

- **Play button:** will play a sample of the picked sound.
- **Load file name:** The name of the file to load.
- **Load button:** Will try to load the given file name and close.
- **Cancel button:** Will just close the dialog.

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