3D Sound (easy way)

Hey again guys, so as title says, it's the ezpz way to make the 3D sound command.

Imma tell only the files, obviously ya'll know the lines 😜

ZChat_Cmds.cpp
Code:

```
void ChatCmd_3DSound(const char* line, const int argc, char
**const argv);
```

Code:

```
_CC_AC("sound", &ChatCmd_3DSound, CCF_ALL|CCF_GAME, ARGVNoMin,
ARGVNoMax, true, "/sound", "");
```

Code:

```
void ChatCmd_3DSound(const char* line, const int argc, char
**const argv)
{
        char szMsg[256];
        ZCharacter* pCharacter = ZGetGame()->m_pMyCharacter;
        if(pCharacter->GetStatus().Ref().b3DSound == 0)
        {
                pCharacter->GetStatus().CheckCrc();
                pCharacter->GetStatus().Ref().b3DSound = 1;
                pCharacter->GetStatus().MakeCrc();
                sprintf(szMsg, "^23D Sound Enabled");
        }
        else if(pCharacter->GetStatus().Ref().b3DSound == 1)
        {
                pCharacter->GetStatus().CheckCrc();
                pCharacter->GetStatus().Ref().b3DSound = 0;
                pCharacter->GetStatus().MakeCrc();
                sprintf(szMsg, "^23D Sound Disabled");
        }
        ZChatOutput(szMsg);
}
```

ZCharacter.h
inside the **struct** ZCharacterStatus
Code:

```
int b3DSound;
```

Code:

```
b3DSound(0),
```

ZSoundEngine.cpp
in this function: ZSoundEngine::PlaySEFire(MMatchItemDesc *pDesc, float x, float y, float z, bool bPlayer)
Code:

```
Replace:
sprintf( szBuffer, "%s_2d", szSndName );
```

```
With:
ZCharacter* pCharacter = ZGetGame()->m_pMyCharacter;
if(pCharacter->GetStatus().Ref().b3DSound == 0) {
      sprintf(szBuffer, "%s%s", szSndName, "_2d");
} else if(pCharacter->GetStatus().Ref().b3DSound == 1) {
      sprintf(szBuffer, "%s%s", szSndName, "_optional_2d");
}
```

Code:

```
Replace:
szDefault = "we_rifle_fire_2d";
With:
szDefault = szSndName;
```

now this function: ZSoundEngine::PlaySEReload(MMatchItemDesc *pDesc, float x, float y, float z, bool bHero)
Code:

```
Replace:
sprintf( szBuffer, "%s_2d", szSndName );
With:
ZCharacter* pCharacter = ZGetGame()->m_pMyCharacter;
if(pCharacter->GetStatus().Ref().b3DSound == 0) {
      sprintf(szBuffer, "%s%s", szSndName, "_2d");
} else if(pCharacter->GetStatus().Ref().b3DSound == 1) {
      sprintf(szBuffer, "%s%s", szSndName, "_optional_2d");
}
```

ZSoundEngine::PlaySEFire(MMatchItemDesc *pDesc, float x, float y, float z, bool bHero)
Code:

```
Replace:
sprintf(szFireSndName, "%s%s", szSndName, "_2d");
With:
ZCharacter* pCharacter = ZGetGame()->m_pMyCharacter;
if(pCharacter->GetStatus().Ref().b3DSound == 0)) {
      sprintf(szBuffer, "%s%s", szSndName, "_2d");
} else if(pCharacter->GetStatus().Ref().b3DSound == 1) {
      sprintf(szBuffer, "%s%s", szSndName, "_optional_2d");
}
```

ZSoundEngine::PlaySEReload(MMatchItemDesc *pDesc, float x, float y, float z, bool bPlayer)
Code:

```
Replace:
sprintf( szBuffer, "%s_2d", szSndName );
With:
ZCharacter* pCharacter = ZGetGame()->m_pMyCharacter;
if(pCharacter->GetStatus().Ref().b3DSound == 0) {
      sprintf(szBuffer, "%s%s", szSndName, "_2d");
} else if(pCharacter->GetStatus().Ref().b3DSound == 1) {
      sprintf(szBuffer, "%s%s", szSndName, "_optional_2d");
```

```
}
```

Code:

```
Replace:
PlaySoundElseDefault(szBuffer,"we_rifle_reload_2d",rvector(x,y,z)
,bPlayer);
With:
PlaySoundElseDefault(szSndName,"we_rifle_reload_2d",rvector(x,y,z
),bPlayer);
```

You're good to go, ofcourse everyone knows usage: /sound
OLD, but easy method for who find it hard to add !

Thanks & Peace 👍😄👍