
Subject: scripts.dll progress report

Posted by [Anonymous](#) on Fri, 06 Dec 2002 03:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Showing a text message no but I could make a script that could play a sound. Something like a JFW_Play_Attack_Sound Takes 2 paramaters, one is the sound to play when its attacked, the other is the sound to play when an enemy comes in range. That any good to ya JTBob?
