
Subject: Is it possible to trigger a sound via building aggregates?

Posted by [Anonymous](#) on Mon, 09 Sep 2002 08:24:00 GMT

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yes - it is possible --in W3D viewer - attach the sound to a bone - and when it shows -- it plays..similar to an emitter.if you need any pointers - let me know - been playing with the W3D viewer alot --- [September 09, 2002, 08:26: Message edited by: StoneRook]
