Subject: Re: complete list of scripts.dll 2.9 features
Posted by IronWarrior on Sat, 08 Jul 2006 07:09:04 GMT
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Blazea58 wrote on Sat, 08 July 2006 01:23

Quote:JFW_Poke_Play_2D_Sound_Timer. Poke this to play a 2d sound but with a timer to set how often the sound can be triggered
JFW_Poke_Play_3D_Sound_Timer. Poke this to play a 3d sound but with a timer to set how often the sound can be triggered
Can these also be done the same way as say a slot machine winning then the sounds being triggered upon that? Seems intresting, could really spruce up a map with more sounds like being able to poke a stove and see steam/hear sounds from it.

These are the scripts I requested, am gonna use them to attach to coop bots, when the player walks upto a bot and press´s action on it, a sound will be played, like it does in single player.

They could be used on a stove or whatever elas you can think off, infact now you asked that, this gives me more idea´s to put these on, o.O

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