Subject: Re: server "boink", "gotya" sounds
Posted by Stumpy on Tue, 11 Jul 2006 17:09:45 GMT
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Ok in C++ you need to create a chathook that listens to these emotions and if it get poked plays the "snda filename" via the console. To know how a Chathook will looks like look into ssaow(1.5) it already include some chathooks.