joe937465 wrote on Tue, 10 July 2007 20:031) what script makes a samsite work
2) how can i make a sound that i put into a buidling and every about 2 minutes plays eh sound
then another 2 minutes plays it again

Use M00_BuildingStateSoundSpeaker on a daves arrow.

Sound_Normal > is the value you type what sound you wish to play, you can find a list of sounds
in always.dat (not sure if all will play, never tested)

Sound_Destroyed > when you want a sound to play when a building is destroyed.

BuildingController > Building controller ID.

Frequerncy_Min and Frequercy_Max is how often you wish it to play or not. (not really sure how it
works, if you leave it at 0.00 it still works)

All the other values, leave blank.

To have a look yourself, open up an MP .lvl file and have a look yourself, you looking for the SFX
arrows.

Hmm, dont know what you can use for sam sites, I heard they are buggy.

For my AOW maps, Zunnie had to make a new script to make them work.