
Subject: Re: Few Things To Ask

Posted by [_SSnipe_](#) on Wed, 11 Jul 2007 01:41:20 GMT

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to edit my first post make it so an alarm keeps sounding when a building dies i think u do that in the scripts uner

```
void MDB_SSGM_Building::Killed(GameObject *obj, GameObject *shooter) {
```

```
but form ther ei get stuck i want it to play over and not mess up the current sounds
```
