Subject: Re: Scripts Release Soon
Posted by IronWarrior on Tue, 27 Nov 2007 14:48:36 GMT
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Jerad Gray wrote on Tue, 27 November 2007 07:49renalpha wrote on Tue, 27 November 2007 02:35make a timer sound script

example

Sound 1 triggered by zone 1

play sound 1
after 5seconds sound 2
after 15seconds sound 3

for the voice sounds for coop
Should it only run once or cancel if someone leaves the zone?

He wants it to play the once when the mission starts, like zunnie's, but if you are able to make an option where it could play more then once, then that be cool.

Have a value added like repeat 0 for no, 1 for yes.