Subject: Re: Mission Sounds
Posted by Distrbd21 on Sun, 08 Mar 2009 23:36:15 GMT

View Forum Message <> Reply to Message

Distrbd21 wrote on Thu, 05 March 2009 07:17Dthdealer wrote on Tue, 03 March 2009 01:55On
The building controller, attach the script JFW_Death_Send_Custom and then use the script
JFW_3D_Sound_Custom on another object.

See my tutorial on renhelp about customs.
your tut is nice but it don't explain how to put mission sounds on my map unless i'm just not
reading it right.

do u got msn or xfire or teamspeak? so we can talk'

also how would i make it so it only does it once for one person?
bump