
Subject: Re: sound after vehicle purchase

Posted by [Jerad2142](#) on Mon, 05 Dec 2011 14:47:50 GMT

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Get_Translated_Preset_Name(obj,"Nod Buggy"))

Your checking if the player is named Nod Buggy/Humm-Vee (Judging by the use of obj in the rest of this code anyways); which will never be true unless you rename the soldier so the sound will never play
