Subject: Re: [SSGM 4.0 Plugin] Building Health Sounds
Posted by Xpert on Sun, 20 Oct 2013 01:23:52 GMT

ExEric3 wrote on Sat, 19 October 2013 21:22Xpert wrote on Sun, 20 October 2013 03:01I got bored so I updated this plugin.

I changed the method so that it reads building game object instead of the preset name since every fan map has different preset names.

I also added when a building gets repaired but that sound will only play for that team that owns the building.

Thanks. I will try it on DragonServ.

Huh? Dragonade already has this implemented.