Subject: scripts.dll 1.3
Posted by General Havoc on Thu, 11 Dec 2003 21:33:27 GMT
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Hmm thats a bummer about the 2D sound. I thought there may be a way around it by adapting how building controllers produce their sounds (broadcasting 2D sound when damaged). I don't know if it is possible though.

If that isn't possible, how about a script that can damage a building controller (say by 1 health). That way, I could change the EVA annouce delay to "0" and use the building controller with modded sounds in my CTF map. Something like "JFW_Custom_Damage_Object" I had in mind.