Subject: scripts.dll 1.5
Posted by General Havoc on Wed, 25 Feb 2004 22:37:27 GMT
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Laser2150Just one last thing that I hope is possiable!

Attach a unique script with a number (like 00001)
Can you have it send a message to a controller when someone dies
Then it sends a message to the player to active a sound.

can that be done?

Attach JFW_Death_Send_Custom to a player when they spawn by using a scriptzone with
JFW_Attach_Script on it. COnfigure death send custom to send to a daves arrow. On the daves
arrow attach JFW_3d_Sound_Custom with your sound set.