Subject: Switches
Posted by Spetz5 on Fri, 28 Jul 2006 16:03:53 GMT

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Switches. How are they done?
I'm currently trying to figure out how to do 2 different types.
One that will sound an alarm When poked and shut off when poked again by a team, And one that will open a gate on poke, then close once poked again.

For the alarm, I tried JFW_Poke_Play_3D_Sound, Which initialy worked, But when I poked it again, it would not shut off, instead it created another alarm sound.

Does anyone know how to do proper switches for eather of these?

Subject: Re: Switches
Posted by IronWarrior on Fri, 28 Jul 2006 17:35:59 GMT

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Spetz5 wrote on Fri, 28 July 2006 12:03Switches. How are they done?
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Try using JFW_Poke_Play_2D_Sound_Timer`? maybe that work O.O