Subject: Mission Sounds
Posted by Distrbd21 on Tue, 03 Mar 2009 04:36:47 GMT
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I would like to know if i can put a mission sound on a map for GDI like havoc destroy the hand of nod.

Subject: Re: Mission Sounds
Posted by Dreganius on Tue, 03 Mar 2009 06:29:36 GMT
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Easily, so many servers have it

I'm just not sure how.. xD

Subject: Re: Mission Sounds
Posted by Veyrdite on Tue, 03 Mar 2009 07:55:02 GMT
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On The building controller, attach the script JFW_Death_Send_Custom and then use the script JFW_3D_Sound_Custom on another object.

See my tutorial on renhelp about customs.

Subject: Re: Mission Sounds
Posted by Distrbd21 on Tue, 03 Mar 2009 23:12:48 GMT
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Thank you

Subject: Re: Mission Sounds
Posted by Distrbd21 on Thu, 05 Mar 2009 13:17:23 GMT
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Dthdealer wrote on Tue, 03 March 2009 01:55On The building controller, attach the script JFW_Death_Send_Custom and then use the script JFW_3D_Sound_Custom on another object.

See my tutorial on renhelp about customs.
your tut is nice but it don't explain how to put mission sounds on my map unless i'm just not reading it right.

do u got msn or xfire or teamspeak? so we can talk'

also how would i make it so it only does it once for one person?

Subject: Re: Mission Sounds
Posted by Distrbd21 on Sun, 08 Mar 2009 23:36:15 GMT
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Distrbd21 wrote on Thu, 05 March 2009 07:17Dthdealer wrote on Tue, 03 March 2009 01:55On
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bump