
Subject: script for sound

Posted by [Oblivion165](#) on Sat, 28 Feb 2004 19:11:45 GMT

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i see that there are many scripts for sounds, but i need one that plays when a player enters a script zone, its for my cronoshpere, so when they are transported its will trigger the chrono sound

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Posted by [General Havoc](#) on Sun, 29 Feb 2004 09:55:28 GMT

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JFW_3d_Sound_Zone?

-or-

TDA_Zone_Send_Custom + JFW_Custom_play_3d_Sound to create the sound at the chronospheres destination so you can hear it when you arrive.

Read the readme(1-5).txt with the scripts.dll, it will help you out a lot.
