
Subject: does the Play_Audio command in a cinematic script work in MP

Posted by [jonwil](#) on Fri, 16 Apr 2004 02:43:23 GMT

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Can anyone confirm one way or the other if all players in a MP game can hear sound setup with the Play_Audio command in a cinematic script?

Subject: does the Play_Audio command in a cinematic script work in MP

Posted by [Scrumfy](#) on Fri, 16 Apr 2004 04:02:15 GMT

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No, it doesn't work for all players, just the host (if non-ded) as I'm sure you know...

Subject: does the Play_Audio command in a cinematic script work in MP

Posted by [Cpo64](#) on Fri, 16 Apr 2004 05:52:05 GMT

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the play audio command is used in the cnc_c130drop script, and last time I checked, you could hear that even if your not the host

Subject: does the Play_Audio command in a cinematic script work in MP

Posted by [jonwil](#) on Fri, 16 Apr 2004 09:26:02 GMT

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ok, we have 2 people giving conflicting info.
Can we get a correct answer as to if this works or not?

Subject: does the Play_Audio command in a cinematic script work in MP

Posted by [Deactivated](#) on Fri, 16 Apr 2004 10:42:29 GMT

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It works only for the player hosting the game. Other players in the game will not be able to hear the sound.

Subject: does the Play_Audio command in a cinematic script work in MP

Posted by [jonwil](#) on Fri, 16 Apr 2004 11:33:32 GMT

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ok, thanks for the info
Not that it helps much
