Subject: Is it possible to trigger a sound via building aggregates?
Posted by Anonymous on Sun, 08 Sep 2002 19:49:00 GMT

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I asked Greg this once before...because I noticed there were wav files to indicate that buildings were 75\% health, 50\% health, 25\% health, destruction imminent, etc.I remember Greg replying and saying that you can indeed attach a sound event to aggregates. The thread may still be here way in the back somewhere.