Subject: Playing sound effect when...
Posted by Naamloos on Thu, 03 Mar 2005 19:56:01 GMT

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What script works best when i wan't a sound effect to play when someone buys a character? I'd like only the team members to hear the effect.

I tried the one chem troopers and flamers use but LE crashes once i add it to other character (M00_Play_Sound_Object_Bone_DAY).

Also for the sound effect it's self, how do i set it up for team only?