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Subject: Playing sound effect when...

Posted by [vloktboky](#) on Sat, 05 Mar 2005 18:21:44 GMT

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Well, when someone "buys a character", the character they bought's preset is created. Therefore, having a script attached to that player's preset that plays a sound on Create would, in theory, work. Although if the preset is created elsewhere, such as on an AI spawn or something similar in fashion, it would activate there as well. I am not up-to-date on any new creations, so I am unaware if a callback exists for purchases. If one does, place the code there.

If you can find a script that plays a 3d sound on creation, attach it to the purchased character's preset in LE, and it should work.

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