## Subject: Can I use scripts to activating sound?
Posted by Sanada78 on Sat, 03 May 2003 01:24:49 GMT

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Now I haven't done much with the Renegade Editor but is it possible to set up a script to activate a sound. Example: If a buildings health reaches a certain amount then activate this sound. If somebody could explain how it works then I would be grateful. If this is just complete bullshit and