
Subject: Re: Spawning sound effects? How?
Posted by [Naamloos](#) on Fri, 03 Mar 2006 01:08:54 GMT
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That was just an example of how I wanted the sound effects to work a bit. The troop drop cinematics already work, I just wanted sound effects for 'normal' spawns that used the GTH_Enable_Spawner_On_Enter script.

Maybe I'm bad at explaining things I wan't, but I think I got it working now, so you'll see.
