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Subject: Re: scripts.dll 2.4 is underway

Posted by [jonwil](#) on Sun, 05 Mar 2006 02:56:39 GMT

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Nope, no hook for WOL pages.

The soldier dialogue (as set in leveledit on that extra tab) is out, I cant make it work over network. I am still looking into the following sounds (I need to identify which sounds play always, which sounds play in host only but not over network and which dont play at all (or only play in skirmish etc)

base power offline report sound

beacon warning report sound

beacon disarmed report sound

beacon deployed report sound

harvester destroyed report sound

harvester damaged report sound

vehicle delivered report sound

building destroyed report sound

building damaged report sound

Also, I will be making another script similar to the existing mutant hijacker script that will play a sound when it triggers

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