Subject: Re: Moving towards scripts.dll 2.9
Posted by IronWarrior on Fri, 30 Jun 2006 00:21:10 GMT

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Could you do a script that, that when the player walks upto a coop bot and press action it plays a sound that you can choose, and have it set that the sound cant be repeated to a set time you input, so stop people spamming the audio played.

At the moment, I can get a sound played, but only the once, the other way doesnt have a timer on it, so the sound plays as much as you press action :/

Also a script that can be put on a cnc_player vech that locks the vech in place, so it cant be moved, but still lets you use the weapon mount.

These two key things will help me alot in my coop map making.

Hope you understand what I said, lol

Thanks