
Subject: Re: can someone test this please?
Posted by [jnz](#) on Sun, 13 Aug 2006 18:58:36 GMT
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yes, for the compiler for php i wanted something like par but i couldn't even get that to work .

the command in the fds for .mp3's(in clients always.dat) is musica.

just so you know(unless you know already) the startup sound is a sequence of sounds from always.dat so all players can hear it.

Quote:

i need to know if it is a good idea to use the hooks in scripts.dll to get information about the game, if i did, it would use alot less memory and would be faster but you would have to replace your scripts.dll in server directory for it to work. ideas?

what do you think?
