Subject: Re: Question re: scripts and EVA
Posted by crazfulla on Fri, 29 Sep 2006 05:41:53 GMT
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I am making a map, and I want EVA to announce to Nod when a GDI player purchases say a Havoc, and vice versa for SBH etc. I want to know if there is a script I can use to atatch EVA sounds. Also I want to create new Turret and Guard Tower 'under atatck' and 'destroyed' EVA sounds. I noticed some servers announce when Nod Turrets are destroyed. But not for GDIs Guard Towers.