
Subject: Re: Sound loop script

Posted by [Sniperhid](#) on Fri, 24 Aug 2007 08:59:28 GMT

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You should be able to use one of these scripts:

Quote:JFW_3D_Sound_Timer (play a 3d sound on a timer)

Time (how long the timer should run for)

TimerNum (what number to use for the timer)

Repeat (repeat the sound, 1 = yes, 0 = no)

Sound (sound to play)

Offset (offset from the location of the object with this script to play the sound at)

This one may help more, so all players hear it:

Quote:JFW_2D_Sound_Team_Custom (play a 2d sound for a given team on custom)

Message (message to listen for)

Sound (sound to play)

Team (team to play for, 0 = Nod, 1 = GDI, 2 = both)

But i don't know if this will help you because i dont know how you have setup it up
