
Subject: Re: Nod Stealth Sound
Posted by [reborn](#) on Tue, 25 Sep 2007 12:59:24 GMT
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You could make a function that is called when a player enters a vehicle (or edit the existing one) so that if the vehicle name is "cnc_stealth_tank" (or whatever it's called) it attaches a script.

On the ::created event of your script start a timer of exactly how long it takes for the stank to stealth.

Then on the ::timer_expired event make it play a 2d_wav_sound (the one that sounds like a stank stealthing up).

But if the guy exits the vehicle before the timer is up then it destroys the script.

That would work, and it would work server-side too.
