
Subject: Re: Nod Stealth Sound
Posted by [Cat998](#) on Tue, 25 Sep 2007 18:29:58 GMT
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AoBfrost wrote on Tue, 25 September 2007 18:08: Now i'm all confused, I do use custom scripts and because I would have the mod, I can hear it, but when you mean the client must use custom scripts, do you mean other players? or me? Anyways, I'm fine with my method, but I might try out scripting it to work.

Rereading reborn's script idea doesn't seem so good, because if i time it right, it will only play the sound when I get in/out of the stealth tank, I can already do that by renaming wav files for _start.wav/_stop.wav and it is already perfectly timed....reborn, does your way work whenever the tank goes into stealth mode, or just get in and out? Just double checking.

Scripts.dll Users -> SOUND

NO Scripts.dll (Client) -> NO SOUND
