Subject: Re: Mission Sounds
Posted by Distrbd21 on Thu, 05 Mar 2009 13:17:23 GMT

Dthdealer wrote on Tue, 03 March 2009 01:55On The building controller, attach the script JFW_Death_Send_Custom and then use the script JFW_3D_Sound_Custom on another object.

See my tutorial on renhelp about customs.
your tut is nice but it don't explain how to put mission sounds on my map unless i'm just not reading it right.

do u got msn or xfire or teamspeak? so we can talk'

also how would i make it so it only does it once for one person?