
Subject: sound after vehicle purchase

Posted by [SODPaddy](#) on Mon, 05 Dec 2011 13:30:08 GMT

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im trying this:

```
Quote: FDSMessage(StrFormat("Purchase: %ls -
%s",Get_Wide_Player_Name(obj),Translate_Preset(obj).c_str()),"_PURCHASE");
```

```
int Team = Get_Team(Get_Player_ID(obj));
if (Team == 0)
{
    if (!_stricmp(Get_Translated_Preset_Name(obj),"Nod Buggy"))
Create_2D_WAV_Sound_Player(obj,"mxxdsgn_dsgn0050i1evag_snd.wav");
}
else if (Team == 1)
{
    if (!_stricmp(Get_Translated_Preset_Name(obj),"Humm-Vee"))
Create_2D_WAV_Sound_Player(obj,"mxxdsgn_dsgn0050i1evag_snd.wav");

}
}
```

but it does not running

someone has a idea?
