
Subject: Re: Sfx to self script

Posted by [danpaul88](#) on Thu, 03 Apr 2014 11:18:53 GMT

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Not that I can see. Might be able to do something with JFW_Death_Play_Cinematic and use the cinematics system to provide the sound effect.

http://www.danpaul88.co.uk/ttdocs/page_cinematics.html

Assuming the script passes the ID of the person who died anyway... don't know if it does or not without looking at the code.
