Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Mon, 07 Jul 2014 04:30:33 GMT
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The way the buildingstatesoundspeaker stuff works makes fixing it hard. It has issues with the fact that a sound that is playing (e.g. looping) at the time a new client joins the server wont be played for the new client (and no there is no way to fix that) and it also has issues with the fact that Commands->Start_Sound, Commands->Monitor_Sound and Commands->Stop_Sound dont work over the network.