Subject: Re: Back working on scripts now Posted by jonwil on Mon, 28 Sep 2015 21:03:59 GMT View Forum Message <> Reply to Message

There is no way to make Stop_Sound work over the network due to how the sound engine works. Sounds in the sound engine dont have any kind of "ID" you could send to the clients so they know which sound object to look for.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums