
Subject: Re: Back working on scripts now

Posted by [Jerad2142](#) on Wed, 30 Sep 2015 13:23:10 GMT

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Neijwiert wrote on Mon, 28 September 2015 09:10 Could we get these things working properly on the fds:

Monitor_Sound

Stop_Sound

Cause currently theres no way to stop a looped sound other than rejoining game and also no way to know if a sound ended other than having a timer and manually entering sound length.

Also not sure if updating the object to clients works as a hacky way to stop the looping sound?

(After you use Stop_Sound)

I usually make a w3d that creates sound and then just destroy it.
