Subject: Re: Back working on scripts now
Posted by jonwil on Wed, 30 Sep 2015 21:23:41 GMT
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The use of a w3d file that plays a sound and has the "stops when hidden" box ticked (and is then hidden via Commands->Set_Is_Rendered to stop the sound) is probably the only way to get sounds you can control over the network. It would even work such that if the sound is playing and someone joins the server, they hear the sound.

Making the kind of changes to the sound engine that would be necessary to have Stop_Sound work over the network would be too much work.