Subject: scripts.dll 1.3
Posted by General Havoc on Wed, 10 Dec 2003 18:14:25 GMT

I had an idea for a script. Dante said it was a simple one to write if someone wrote it, but I have no idea on how long it would take o do so here is the idea:

JFW_Global_Sound_Controller - Broadcasts a 2D sound to everyone in game when it receives a custom.

It should act like a building controller in the way the sounds are broadcast to everyone in game. It should have one or more inputs that accept a custom and the same amount of outputs, which will be a name of a 2D sound preset.

When a custom is sent to the object with JFW_Global_Sound_Controller on it, if the custom matches the parameter in the script, the sound will play.

Having more outputs and inputs means you can use one script instead of many if your using multple sounds and customs. It should also be re-useable so it will play the sounds each time it receives a custome thereafter.

If it is possible to write, that would be excellent. I would use it in my CTF map to play the sounds, but this script would be needed to make it work. If you think it is easy enough to write and you need more info then just post.