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Subject: scripts.dll 1.4...

Posted by [Cpo64](#) on Fri, 23 Jan 2004 04:10:18 GMT

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There might be already a script for this, but how bout...

When Player Type enters Script Zone A, it triggers a 3D sound at object A, B, C...

I would use this for an intruder alarm sort of thing.

And if you can already do this can you tell me how

Also, If I recall there is a add script on zone enter, is it posible to have a remove script on zone enter/exit?

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