Subject: last call for scripts.dll 1.4 Posted by jonwil on Mon, 09 Feb 2004 01:13:11 GMT View Forum Message <> Reply to Message

Firstly, the death sound being host-only, I cant do anything about that.

As for the other 3d sound one, that will probably end up in 1.5 if/when I do it.

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