
Subject: question about sound scripts

Posted by [jonwil](#) on Thu, 15 Apr 2004 23:44:13 GMT

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Can anyone confirm one way or ther other just which sound commands do work in MP and which dont?

For example, does JFW_3D_Sound_Zone trigger the sound for all players in MP?

Does JFW_2D_Sound_Timer trigger the sound for all players in MP?

JFW_2D_Sound_Timer_Random?

JFW_3D_Sound_Timer_Random?

JFW_2D_Sound_Timer_Health?

JFW_2D_Sound_Custom?

JFW_3D_Sound_Custom?

Basicly, I am trying to identify which, if any, sound commands actually work for all players in MP.
