Subject: Re: scripts.dll 1.6.1
Posted by Slash0x on Mon, 19 Apr 2004 19:56:22 GMT
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jonwilNo sound though From my analysis, it doesnt appear as though sound events (including the collect sound for powerups and sounds played through script commands) get sent from the server to the clients. (i.e. its a design thing rather than a bug).

Is there a way just to active at sound preset (chosen by map maker or defaulted to the original) from that object position when activated? Maybe kinda combined the sound script with it?