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Subject: Working sounds/poke events in MP. I am 1337!

Posted by [Sir Kane](#) on Fri, 28 May 2004 13:54:05 GMT

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After a few days of work I got sounds and the poke event to work in multiplay.

Stuff done:

`[list][*]Create_Sound`

`[*]Create_2D_Sound`

`[*]Create_2D_WAV_Sound`

`[*]Create_3D_WAV_Sound_At_Bone`

`[*]Create_3D_Sound_At_Bone`

`[*]Set_Animation_Frame`

`[*]Play_Building_Announcement`

`[*]Poke event[/list:u]`

Stuff left:

`[list][*]Several other commands that are host only normally.[/list:u]`

Fear the 1337.

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