

---

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

Posted by [Sir Kane](#) on Fri, 28 May 2004 19:58:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The dll(s) will be released once all commands work in MP.

It will auto detect if it has to use its FDS or game part of the code.

Only problem is that both, clients and server, need the dll for this.

---