
Subject: Playing sound effect when...

Posted by [Naamloos](#) on Thu, 03 Mar 2005 19:56:01 GMT

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What script works best when i want a sound effect to play when someone buys a character? I'd like only the team members to hear the effect.

I tried the one chem troopers and flamers use but LE crashes once i add it to other character (M00_Play_Sound_Object_Bone_DAY).

Also for the sound effect it's self, how do i set it up for team only?

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Posted by [Slash0x](#) on Fri, 04 Mar 2005 18:52:41 GMT

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Use the variety of JW's scripts. i'm sure there's something in there to make that work.

Subject: Playing sound effect when...

Posted by [Naamloos](#) on Fri, 04 Mar 2005 23:53:54 GMT

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Uh... I never know how to activate them since many scripts have their own ways.

The name of a script that allows me to do this would get me somewhere, ill figure out how it works myself i think... :oops:

Subject: Playing sound effect when...

Posted by [vloktboky](#) on Sat, 05 Mar 2005 18:21:44 GMT

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Well, when someone "buys a character", the character they bought's preset is created. Therefore, having a script attached to that player's preset that plays a sound on Create would, in theory, work. Although if the preset is created elsewhere, such as on an AI spawn or something similar in fashion, it would activate there as well. I am not up-to-date on any new creations, so I am unaware if a callback exists for purchases. If one does, place the code there.

If you can find a script that plays a 3d sound on creation, attach it to the purchased character's preset in LE, and it should work.
