
Subject: Question re: scripts and EVA
Posted by [crazfulla](#) on Wed, 27 Sep 2006 04:57:34 GMT
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Is there a script which; in Level Edit; can be setup to play an audio file when a certain preset is purchased? And what is the best way to create new EVA sounds?

Subject: Re: Question re: scripts and EVA
Posted by [jonwil](#) on Wed, 27 Sep 2006 11:52:42 GMT
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What kind of sound?
2D or 3D?
Plays for the player who bought the preset or plays for everyone?

Subject: Re: Question re: scripts and EVA
Posted by [jnz](#) on Wed, 27 Sep 2006 20:38:30 GMT
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yes just send a console command to the server

Subject: Re: Question re: scripts and EVA
Posted by [Theboom69](#) on Thu, 28 Sep 2006 05:37:58 GMT
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How you do that i might do it for my server.

jonwil just for the player how you do that.

With LE.

Subject: Re: Question re: scripts and EVA
Posted by [crazfulla](#) on Fri, 29 Sep 2006 05:41:53 GMT
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I am making a map, and I want EVA to announce to Nod when a GDI player purchases say a Havoc, and vice versa for SBH etc. I want to know if there is a script I can use to atatch EVA sounds. Also I want to create new Turret and Guard Tower 'under atack' and 'destroyed' EVA sounds. I noticed some servers announce when Nod Turrets are destroyed. But not for GDIs Guard Towers.

Subject: Re: Question re: scripts and EVA
Posted by [jnz](#) on Fri, 29 Sep 2006 06:58:25 GMT
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im sure you could use Console_Input could you?
