
Subject: A kill sound for destroyed vehicles
Posted by [Starbuzz](#) on Mon, 28 Oct 2024 15:51:24 GMT
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Hey all, how hard is it to implement a kill sound for destroying vehicles.

The player who destroyed a vehicle hears a unique sound (different than a boink).

Has this been done before?

Subject: Re: A kill sound for destroyed vehicles
Posted by [Jerad2142](#) on Tue, 29 Oct 2024 16:48:37 GMT
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Depending on how complex you want it to be it could be as easy as putting a script on each vehicle to play the sound you want.

Subject: Re: A kill sound for destroyed vehicles
Posted by [Unstoppable](#) on Thu, 31 Oct 2024 11:36:43 GMT
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There's JFW_2D_Sound_Death_Team if it works for you. Simply plays a sound from definition for the friendly team when the attached object dies.

Subject: Re: A kill sound for destroyed vehicles
Posted by [Starbuzz](#) on Thu, 31 Oct 2024 16:29:07 GMT
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Thanks for the pointers.

Just experimenting with small things like this at the moment.
