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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?

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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.

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