Subject: question about sound scripts
Posted by jonwil on Thu, 15 Apr 2004 23:44:13 GMT
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Can anyone confirm one way or ther other just which sound commands do work in MP and which dont?
For example, does JFW_3D_Sound_Zone trigger the sound for all players in MP?
Does JFW_2D_Sound_Timer trigger the sound for all players in MP?
JFW_2D_Sound_Timer_Random?
JFW_3D_Sound_Timer_Random?
JFW_2D_Sound_Timer_Health?
JFW_2D_Sound_Custom?
JFW_3D_Sound_Custom?

Basicly, I am trying to identify which, if any, sound commands actually work for all players in MP.

Subject: question about sound scripts
Posted by jonwil on Fri, 16 Apr 2004 03:38:20 GMT
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Perhaps someone can test Create_Sound, Create_2D_Sound, Create_2D_WAV_Sound, Create_3D_WAV_Sound_At_Bone, Create_3D_Sound_At_Bone & Create_Logical_Sound to see which, if any, of those commands work in MP.
Also, perhaps someone can test some of the WW scripts in addition to mine (some of the WW scripts might work)

Anyhow, I want to know if any of this stuff works.

Subject: question about sound scripts
Posted by SomeRhino on Fri, 16 Apr 2004 03:41:23 GMT
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I'm pretty sure that since the scripts are triggered from only the Host's machine, the sounds do not work for clients. This is why the building announcements only work for the host. I could be wrong though. It's sort of hard to test these scripts since you need two people to do so.