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Subject: Re: [SSGM 4.0 Plugin] Building Health Sounds

Posted by [ExEric3](#) on Sun, 20 Oct 2013 01:22:38 GMT

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Xpert wrote on Sun, 20 October 2013 03:01I got bored so I updated this plugin.

I changed the method so that it reads building game object instead of the preset name since every fan map has different preset names.

I also added when a building gets repaired but that sound will only play for that team that owns the building.

Thanks. I will try it on DragonServ.

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