Subject: ServerSide CP1 and CP1 problem
Posted by RockyR on Tue, 04 Jan 2005 23:52:03 GMT

also, i tryed the snda (sounds for all players) command! On a normal hosted game only the hoster
hear the sound! On a dedicated noone hear the sound file!
for normal hosting my soundfile is in the Renegade/Data
for dedicated hosting my soundfile is in the FDSRenegade/Data
the soundfile is a .wav soundfile!
why the command didn´t work correctly?!? can someone help me?!?

an idea for the server side cp1: make it that one can hear an endless-sound in a dedicated server!
for example:

sound on server=0
set this to 1 to enable sound!
sound directory=C:/Westwood/Renegade/Data/Bla.wav
# the directory for the soundfile!
endless=0
# set this to 1 to repeat your soundfile

Rocky

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i know my english is bad, but i hope you understand it!