
Subject: ServerSide CP1 and CP1 problem
Posted by [Blazer](#) on Wed, 05 Jan 2005 09:23:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

the sound commands can only play sounds that all the clients have, inside their always.dat file.

So try something like this:
snda yo1.wav

The sound file names must reference sound files that are inside always.dat, you cannot place a random sound on the server and play it on all the clients.
