

---

Subject: ServerSide CP1 and CP1 problem

Posted by [zunnie](#) on Thu, 06 Jan 2005 05:16:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

- ) Upload a sound.wav to a website or something
- ) copy the sound to the fds\data dir
- ) bind to a script on irc or something (ie !sound)

Advertise the sound, players who download it and put it in their data dir can hear it.

---