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Subject: Different questions about additional Things for Win32 FDS

Posted by [Cat998](#) on Fri, 04 Mar 2005 17:45:43 GMT

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U can play sounds on the server with bhs.dll.

snda for all players sndp for one player

example: snda defunkt.mp3

Just write the command in the server console.

You can get all mp3 and wav files by extracting the always.dat in your renegade directory. When u have this, u can write an irc script that plays a sound on the when some1 types !nuke in f2-chat or other things...

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