Subject: Using Dave's Arrows For Ambient Building Sounds
Posted by Sanada78 on Mon, 23 Jun 2003 18:54:43 GMT

I noticed in the official map files you download there are objects called "Dave's Arrows". I found out these operate building ambient sounds and when the structure is destroyed, the sound stops. I've tried to use them but with no luck. I've tried both scripts "M00_BuildingSoundStateController" and "M00_BuildingSoundStateSpeaker". The first one won't allow none numeric value to be entered and the second one has loads of options but the sound continues to play even when the building is destroyed.