Posted by rrutk on Mon, 31 Mar 2008 20:14:57 GMT
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This script command

"JFW_2D_Sound_Damage_Range (when the health goes within the range, it will
play a sound, when the health goes back outside it will reset so that it
plays the sound again)
 Sound (sound to play)
 MinHealth (minumum health to look for)
 MaxHealth (maximum health to look for)"

has a bug, I guess....? It seems, that it does NOT reset, when health goes outside the
range....

it works only 1 time....

or do I have made a mistake?

I want to have the "Object repaired"-Sound.

"Object under attack" and "Object killed" works great with "JFW_2D_Sound_Damage..."