
Subject: Boink

Posted by [\[-HOH-\]szymek777](#) on Sat, 16 Jan 2016 13:31:24 GMT

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Is it possible to play boink sound on bot kill?

Subject: Re: Boink

Posted by [Jerad2142](#) on Sat, 16 Jan 2016 18:25:08 GMT

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You could attach a script to the bots that plays the sound to the player that killed them.

Subject: Re: Boink

Posted by [\[-HOH-\]szymek777](#) on Sat, 16 Jan 2016 21:54:18 GMT

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Server-side plugin would be great. Is it possible by LUA?

Subject: Re: Boink

Posted by [sla.ro\(master\)](#) on Sun, 17 Jan 2016 13:16:24 GMT

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[-HOH-szymek777 wrote on Sat, 16 January 2016 23:54]Server-side plugin would be great. Is it possible by LUA?

We use a Lua plugin in mutant co-op to do that.

here is the code, have fun.

```
function OnKilled(obj, killer)
  if Is_Soldier(obj) == true and Get_Player_ID(obj) < 1 and Get_Player_ID(killer) > 0 then
    Console_Input("sndp "..Get_Player_ID(killer).. " correction_3.wav")
  end
end
```

Subject: Re: Boink

Posted by [\[-HOH-\]szymek777](#) on Sun, 17 Jan 2016 13:25:52 GMT

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Thanks sla.ro The function OnKilled is just what i needed. Rest is simple
