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Subject: BHS needs a mapper for Core Patch 1  
Posted by [zunnie](#) on Mon, 11 Oct 2004 18:11:29 GMT  
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I could do this as well if you like. Could also apply the "Intruder detected in <building>" sounds on all of the WS maps.

This will trigger a warning when a gdi enters the Nod refinery for example:  
EVA: "Warning , Intruder detected in Nod Tiberium Refinery."

or when a nod enters the barracks:  
EVA: "Warning , Intruder detected in GDI Infantry Barracks."

These sounds are played locally btw, you cant hear them throughout the whole map.  
You will have to be close to the building to actually hear it. So it wont really 'spoil' any rushes or whatever.

These sounds will be played for the players near or inside the buildings:

<http://www.fanmaps.net/images/FanMapsAoWMod/WestwoodMaps/Buildings/GDI/>

<http://www.fanmaps.net/images/FanMapsAoWMod/WestwoodMaps/Buildings/Nod/>

I have already applied this on the maps that are in rotation on the a00000FM1 Server on USA in Renegade. Its cool feature

[zunnie]

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