
Subject: Fixing the broken sounds (CY,COM..ect)
Posted by [Triforce](#) on Sun, 20 Apr 2003 23:31:38 GMT
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A while back I remember it being said that it was possible to fix the broken EVA announcements, and I now I would like to know how to do so myself. I thought I had an idea on how to replace a working sound with one of the broken ones and still have the map be in a mix, but apparently new sounds aren't called up in mixes like they are in PKG's. My idea was to give the con yard the text strings of a "unnecessary building" (Power or AGT/Obelisk) so that when it was fired upon it would call up those texts which have working EVAs and then rename the wav report of the broken CY to the working buildings counterpart. I hoped including the files in the mix would allow only that map to use them, but not sure. This method does however work in PKGs, they seem to look call upon files inside them before looking to Ren/Data or always.dat like mixes.

Triforce
