
Subject: Fixing the broken sounds (CY,COM..ect)
Posted by [Blazer](#) on Mon, 21 Apr 2003 00:19:28 GMT
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I think that is the only way that will work:

Use "some other string" (but make sure the sound is in the preset tree as NOT a 3D-Sound. Then you could drop a replacement m00*.wav into the mixfile or data directory. Make sure the string is not used in normal MP...like some random SP dialog or something.

The only other possibility is to edit the strings database and set the CY and CC to not use 3d sounds, but if you do that then you cannot host a game on WOL (Renegade detects changes made to always.dat).
