
Subject: Fixing the broken sounds (CY,COM..ect)
Posted by [bigwig992](#) on Mon, 21 Apr 2003 03:04:14 GMT
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Can't you just take the EVA wave "The construction yard is under attack" or whatever, and attach it to an edited string, then just use the string to announce warning of it being attacked to both teams? The same exact thing with every other building in renegade. That's what I did with my chicken mod, just edited some strings. For some of the infantry, I attached a rooster sound to my string, and once the infantry was killed, the sound played. Doesnt seem that hard...?
