Subject: Fixing the broken sounds (CY,COM..ect)
Posted by Triforce on Mon, 21 Apr 2003 05:41:23 GMT

I just got two maps to share the same the same string file! I just copied the folders which you take out when saving as mix and replaced the new maps auto generated ones. They are seperate maps, I edited the terrian to make sure. So now the proplem would be every mapper who wanted the sounds to work would have their own string file, but what if someone were to make a master string, with all the broken strings replaced, and put up to download on ModX? It would have the master string and a temp preset of the fixed sounds. Then all who wanted fixed annocements could have so. Only thing would be is that you couldn't modify the string once its part of the map, or your map would be the only working one. I'm not sure if you could have new temp presets along with the fixed sound ones, I'll go try it out.

Triforce

UPDATE I have good news! You CAN add new temp presets to the fixed sound ones and still have both maps work! This will work out great for those who want repairing Con-Yards and thos who just want silos or Com Centers. So a master string would have fixed sound presets for all the buildings, Silos, Coms, ConYs, Repair,Shrine,Sicence,Heli, and whatever else isn't working, and the temp preset file. From there you could add as many new temps as you want and still have the strings work. Only thing you couldn't do of course is edit the Strings, but if your making a normal C&C map no one would have a reason too. I have to test a few other options before I would say it works all around, so I'll come back and update again.