
Subject: Fixing the broken sounds (CY,COM..ect)
Posted by [Triforce](#) on Mon, 21 Apr 2003 08:16:37 GMT
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I have all the sounds remaped now, heres the list:

Construction Yards

Heli-Pads

Nod Comm Center

GDI Advanced Comm Center

Tiberium Silos

Shrine of Nod

Repair Pads

and the Science Lab

I think thats all of them, tell me if I over looked something. I've made building icons for them all, and just need to make a new test map to test them. I'd be glad to put all this up on ModX once everything is made sure it works and nothing has been forgotten.

Triforce
