
Subject: Fixing the broken sounds (CY,COM..ect)
Posted by [\[REHT\]Spirit](#) on Tue, 22 Apr 2003 23:28:26 GMT
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I was talking about preset lists, as that's what they were talking about (I think).

Kinda like: I think I think that I think I think that I think that all this thinking makes my head hurt.

BTW, if you're going to do updated preset trees, you might as well put them in a pkg or something and use a special program to put custom maps into it. My reason being that if you just put the mod presets in there, while it will work on every map, it will most likely overwrite mod presets when running a mod (not to mention confusing who knows how many people when they're trying to switch back and forth).
