
Subject: Fixing the broken sounds (CY,COM..ect)
Posted by [Aircraftkiller](#) on Sun, 18 May 2003 10:50:57 GMT
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Alright, I've started on this... Since no one else has any mainstream maps that have any aforementioned structures, I'll be using a modified strings.tdb file that corresponds with a temped version of each sound preset that needed fixing... So if you're ever playing one of my new maps, you'll be on The Pits and hearing it properly for once.

Each map I do from Metropolis onward will utilize that strings.tdb file and the temped presets. Anyone can ask me for the temps to use, which will also let you use the Recon Bike, upgraded MRLS and Mammoth Tank, plus some other stuff.
