Subject: Sounds ingame
Posted by RedOne on Tue, 30 Jan 2007 16:44:38 GMT
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Hi

Next episode

Its a topic with a bit of two questions

1. There is in brenbot a command !snda that gives a sound on the server. Now i understand this sounds has to be in always.dat. No was there in this forum an example with a sound and I tried and I heard in game a sound. But when is open the always.dat from my renegadeFDS folder (\data) in xcc mixer i dont find any sounds in it. Which always.dat does it use.

2. I read a topic form TGpaddy (SOD Clan) about (for example) toy and ^^ sounds ingame. Also provided bij a server of zunnie.

(its this topic http://www.renegadeforums.com/index.php?t=msg&goto=167039&rid=21575& srch=sounds+ingame+toy#msg_167039)

I want to provide it to on my server. Can somebody help me wiith what files I need to edit and how to add the files to the game.

Greetings

Rene