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Subject: Preset Changes Don't Work In .mix Conversion  
Posted by [Aircraftkiller](#) on Wed, 11 Jun 2003 23:26:47 GMT  
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Dude, don't fuck with the strings.tdb... Just take the strings.tdb I supplied with BunkersTS and City Flying Exp, then install that into your data directory. All you need to do is point the building announcements to their standard announcements and they'll work fine, but you have to use the custom temporary presets I have.

Extract them from the BunkersTS file, delete everything not specific to your map, and leave the sounds alone. Take the C&C\_BunkersTS.ddb file, rename it to temps20.ddb, put it in your presets folder and you'll be all set.

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