
Subject: Re: Low Health

Posted by [EA-DamageEverything](#) on Wed, 20 Feb 2008 14:17:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

bump

If anyone is interested to write down a decent Code with an explanation where to put that into the SSGM-Sourcecode, here are the Sounds.

All spoken by the GDI-EVA. There are three Values beside the "HealthLevel Critical"-Warning and its all about Health (NOT Armor). I don't know what EVA says exactly in the english Renegade so I apoligize for the raw translation of the Text=

m00evag_dsgn0066i1evag_snd.wav "Health level at 75%"

m00evag_dsgn0067i1evag_snd.wav "Health level at 50%"

m00evag_dsgn0068i1evag_snd.wav "Health level at 25%"

The Sound from the DeHealthCrate is in my first post above and can be used when the player is under ten or five percent Health.
