CarrierII wrote on Mon, 11 February 2008 22:30Sort of related, anyone intend to fix the serverside functionality that made EVA/CABAL say "GDI Weapons Factory destruction imminent"?
BUMP, yes. All "destruction imminent" Sounds are inside the gmscripts.cpp from the SSGM source. Replace the follwoing part with this expanded one=

```
void MDB_SSGM_Building::Damaged(GameObject *obj, GameObject *damager, float damage) {
 if ((Commands->Get_ID(damager) != 0 && !Settings->InvinBuild) && (Settings->GameMode == 1
|| Settings->GameMode == 5)) {
  if (damage > 0) {
   if (Settings->LogBuildingDamage && ReportDamage) {
    ReportDamage = false;
    FDSMessage(StrFormat("The %s is under
attack!",Translate_Preset(obj).c_str()),"_BUILDING");
    Commands->Start_Timer(obj,this,Settings->BuildingDamageInt,1);
   }
   if (!Data->Mod) {
    if (!OkHealth) OkHealth = true;
    if (PlayHealth && (Commands->Get_Health(obj) + Commands->Get_Shield_Strength(obj)) <=
((Commands->Get_Max_Health(obj) + Commands->Get_Max_Shield_Strength(obj)) * 0.2f)) {
     PlayHealth = false;
     char *Announcement = "ERROR";
     if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Advanced_Guard_Tower"))
Announcement = "M00BGAT_HLTH0001I1EVAG_SND.wav";
     if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Barracks")) Announcement =
"M00BGIB_HLTH0001I1EVAG_SND.wav";
     if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_War_Factory")) Announcement =
"M00BGWF_HLTH0001I1EVAG_SND.wav";
     if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Power_Plant")) Announcement =
"M00BGPP_HLTH0001I1EVAG_SND.wav";
     if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Refinery")) Announcement =
"M00BGTR_HLTH0001I1EVAG_SND.wav";
     if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Obelisk")) Announcement =
"M00BNOL_HLTH0001I1EVAN_SND.wav";
     if (strstr(Commands->Get_Preset_Name(obj),"mp_Hand_of_Nod")) Announcement =
"M00BNHN_HLTH0001I1EVAN_SND.wav";
     if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Airstrip")) Announcement =
"M00BNAF_HLTH0001I1EVAN_SND.wav";
     if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Power_Plant")) Announcement =
"M00BNPP_HLTH0001I1EVAN_SND.wav";
     if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Refinery")) Announcement =
"M00BNTR_HLTH0001I1EVAN_SND.wav";
     if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Helipad")) Announcement =
"M00BGHP_HLTH0001I1EVAG_SND.wav";
     if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Helipad")) Announcement =
```

```
"M00BNHP_HLTH0001I1EVAN_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Com_Center")) Announcement =
"M00BGCC_HLTH0001I1EVAG_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Com_Center")) Announcement =
"M00BNCC_HLTH0001I1EVAN_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Repair_Facility")) Announcement =
"M00BGRF_HLTH0001I1EVAG_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Repair_Facility")) Announcement =
"M00BNRF_HLTH0001I1EVAN_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Tiberium_Silo")) Announcement =
"M00BGTS_HLTH0001I1EVAG_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Tiberium_Silo")) Announcement =
"M00BNTS_HLTH0001I1EVAG_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Repair_Bay")) Announcement =
"M00BNRF_HLTH0001I1EVAN_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Repair_Pad")) Announcement =
"M00BNRF_HLTH0001I1EVAN_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Repair_Bay")) Announcement =
"M00BGRF_HLTH0001I1EVAG_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Repair_Pad")) Announcement =
"M00BGRF_HLTH0001I1EVAG_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_RepFac")) Announcement =
"M00BGRF_HLTH0001I1EVAG_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_NOD_RepFac")) Announcement =
"M00BNRF_HLTH0001I1EVAN_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"MP_GDI_ConstructionYard")) Announcement =
"M00BGCY_HLTH0001I1EVAG_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"MP_Nod_ConstructionYard")) Announcement =
"M00BNCY_HLTH0001I1EVAN_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Con_Yard_GDI")) Announcement =
"M00BGCY_HLTH0001I1EVAG_SND.wav";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Con_Yard_Nod")) Announcement =
"M00BNCY_HLTH0001I1EVAN_SND.wav";
   if (IsAlive) {
    Commands->Create_2D_Sound(Announcement);
    Commands->Start_Timer(obj,this,30.0f,22);
   }
  }
  }
 }
 if (!Data->Mod) {
  if ((Commands->Get_Health(obj) + Commands->Get_Shield_Strength(obj)) ==
(Commands->Get_Max_Health(obj) + Commands->Get_Max_Shield_Strength(obj)) &&
OkHealth) {
   OkHealth = false;
   if (PlayRepair) {
    PlayRepair = false;
    char *Announcement = "ERROR";
```

```cpp
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Advanced_Guard_Tower"))
Announcement = "M00BGAT_DSGN0007I1EVAG_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Barracks")) Announcement =
"M00BGIB_DSGN0008I1EVAG_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_War_Factory")) Announcement =
"M00BGWF_DSGN0009I1EVAG_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Power_Plant")) Announcement =
"M00BGPP_DSGN0009I1EVAG_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Refinery")) Announcement =
"M00BGTR_DSGN0009I1EVAG_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Obelisk")) Announcement =
"M00BNOL_DSGN0008I1EVAN_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Hand_of_Nod")) Announcement =
"M00BNHN_DSGN0016I1EVAN_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Airstrip")) Announcement =
"M00BNAF_DSGN0010I1EVAN_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Power_Plant")) Announcement =
"M00BNPP_DSGN0010I1EVAN_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Refinery")) Announcement =
"M00BNTR_DSGN0010I1EVAN_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Helipad")) Announcement =
"M00BGHP_DSGN0001I1EVAG_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Helipad")) Announcement =
"M00BNHP_DSGN0002I1EVAN_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Com_Center")) Announcement =
"M00BGCC_DSGN0001I1EVAG_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Com_Center")) Announcement =
"M00BNCC_DSGN0010I1EVAN_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Repair_Facility")) Announcement =
"M00BGRF_DSGN0001I1EVAG_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Repair_Facility")) Announcement =
"M00BNRF_DSGN0002I1EVAN_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Tiberium_Silo")) Announcement =
"M00BGTS_DSGN0001I1EVAG_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Tiberium_Silo")) Announcement =
"M00BNTS_DSGN0002I1EVAN_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Repair_Bay")) Announcement =
"M00BNRF_DSGN0002I1EVAN_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Repair_Pad")) Announcement =
"M00BNRF_DSGN0002I1EVAN_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Repair_Bay")) Announcement =
"M00BGRF_DSGN0001I1EVAG_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Repair_Pad")) Announcement =
"M00BGRF_DSGN0001I1EVAG_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_RepFac")) Announcement =
"M00BGRF_DSGN0001I1EVAG_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_NOD_RepFac")) Announcement =
"M00BNRF_DSGN0002I1EVAN_SND";
```

```
    if (strstr(Commands->Get_Preset_Name(obj),"MP_GDI_ConstructionYard")) Announcement =
"M00BGCY_DSGN0009I1EVAG_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"MP_Nod_ConstructionYard")) Announcement =
"M00BNCY_DSGN0009I1EVAN_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Con_Yard_GDI")) Announcement =
"M00BGCY_DSGN0009I1EVAG_SND";
    if (strstr(Commands->Get_Preset_Name(obj),"mp_Con_Yard_Nod")) Announcement =
"M00BNCY_DSGN0009I1EVAN_SND";
    if (IsAlive) {
     Create_Sound_Team(Announcement,Commands->Get_Position(obj),obj,Get_Object_Type(o
bj));
     Commands->Start_Timer(obj,this,30.0f,23);
    }
   }
  }
 }
}
 if (obj != damager && damage != 0.0f) {
  if (Settings->GameMode == 2 && (Is_SoldierFactory(obj) || Is_Refinery(obj))) {
   Commands->Set_Health(obj,Commands->Get_Max_Health(obj));
  }
  else if ((Settings->GameMode == 3 || Settings->GameMode == 4) && Is_SoldierFactory(obj)) {
   Commands->Set_Health(obj,Commands->Get_Max_Health(obj));
  }

  if (Settings->InvinBuild) {
   Commands->Set_Health(obj,Commands->Get_Max_Health(obj));
  }
 }
}
```