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Subject: Re: My mod so far

Posted by [Stallion](#) on Fri, 17 Jan 2014 08:49:25 GMT

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Things are moving along steadily and as of today I've got a step further with customizing the mod with a building sound when you plant the deployable item instead of hearing a bunch of beacon sound spamming when they start. I think the sound fits nicely (sound .wav below).

I would love to make them eventually have their own custom build animations also but so if anyone would like to help it's welcome.

Also, if anyone knows of a .w3d of binoculars please share!

Edit: btw, that's a 3d sound so unless you're near where it's being built, you're not going to hear it.

#### File Attachments

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1) [hammer\\_on\\_anvil.wav](#), downloaded 221 times

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