
Subject: buildings on new map
Posted by [Bonzo](#) on Sat, 02 Apr 2005 01:45:41 GMT
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tiberium silo
construction yard
repair bay
there is no response, pls make this buildings more respekt(both sides (GDI/NOD))

Subject: buildings on new map
Posted by [Jzinsky](#) on Sun, 03 Apr 2005 02:39:53 GMT
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Make them more respekt? what does that mean?

Subject: buildings on new map
Posted by [IRON FART](#) on Sun, 03 Apr 2005 02:43:22 GMT
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What are you talking about?

Subject: buildings on new map
Posted by [Bonzo](#) on Sun, 03 Apr 2005 02:57:34 GMT
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there is no announce if u attack them and when they will be destroyed brenbot do nothing , in irc u can only read xy destroyed

means no building is under attack sound , and when destroyed the bot dont know what building is down

Subject: buildings on new map
Posted by [Kanezor](#) on Sun, 03 Apr 2005 04:54:15 GMT
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What would be nice is to have those buildings' healths displayed on the game status screen ('K').

Might make note that when you're the host of a game, the harvester gets displayed there, but when you're a client, it does not. Perhaps you could fix that little thing as well? Though, I'm sure it's a quite a bit more than a few simple commands to fix this kinda thing...

Subject: buildings on new map
Posted by [Jzinsky](#) on Sun, 03 Apr 2005 14:28:48 GMT
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Oh, and you mean the voice thing too "Warning, Nod Tiberium silo under attack" and "Nod Tiberium silo destroyed"

Yeah that should really be added because it's so easy to miss the text

Subject: buildings on new map
Posted by [trunkskgb](#) on Tue, 12 Apr 2005 20:35:57 GMT
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It would be nice for EVERY building to have it's own message letting the teams know if it's under attack. Would also be nice to see EVERY buildings health when you press "K" as well.

Subject: buildings on new map
Posted by [OnfireUK](#) on Tue, 12 Apr 2005 22:47:13 GMT
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I think it would also be very useful... but can that be done ?
I'm guessing someone will have to record the voice because I'm guessing it doesn't exist for those structures in the normal voice of that cool woman...

Subject: buildings on new map
Posted by [Majiin Vegeta](#) on Tue, 12 Apr 2005 23:03:05 GMT
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you'd be suprised how many anoucements eva has O_o

Subject: buildings on new map
Posted by [trunkskgb](#) on Wed, 13 Apr 2005 01:20:04 GMT
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Majiin Vegetayou'd be suprised how many anoucements eva has O_o

Well, let's see them

Subject: buildings on new map
Posted by [Vitaminous](#) on Wed, 13 Apr 2005 04:26:22 GMT

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WUT U SAY?!

Subject: buildings on new map
Posted by [Kanezor](#) on Wed, 13 Apr 2005 08:57:10 GMT

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/me goes through his always.dat extracted sounds looking specifically for EVA messages

...Be back in a few hours. There's some 15 thousand files in here and 2/3 of them are sounds...

Edit, 2.5 hours later:

<http://linkware.clan-mac.com/kanebot/misc/public%20warzone/renegade%20sounds.png>

Subject: buildings on new map
Posted by [sterps](#) on Wed, 13 Apr 2005 10:53:21 GMT

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eva does have announcements for every building: helipads, comm. centre, adv. comm. centre, shrine of nod, con yards, silos, repair bays.

You can find them in always.dat.

Subject: buildings on new map
Posted by [trunkskgb](#) on Wed, 13 Apr 2005 18:00:25 GMT

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Any chance of seeing them being integrated into multiplayer?

Subject: buildings on new map
Posted by [Dan](#) on Wed, 13 Apr 2005 20:53:19 GMT

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I think you'd need to edit the objects.ddb and add change the building announcements to the file you want. My LE knowledge is a bit rusty though.
