Subject: Enable Destruction Imminent Alerts.
Posted by Orca on Fri, 23 Mar 2007 17:36:39 GMT
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Is there any way to enable these sounds used in CP1 without having to install CP1 again? I found a link to the sounds on cncsource that were made by CommandoSR but its a dead link.

Subject: Re: Enable Destruction Imminent Alerts.
Posted by Zion on Fri, 23 Mar 2007 18:47:22 GMT
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Yeah, install CP2.

Subject: Re: Enable Destruction Imminent Alerts.
Posted by Whitedragon on Fri, 23 Mar 2007 18:51:54 GMT
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Those sounds come with the game. You don't need to download anything.

Subject: .
Posted by Dihylopas on Fri, 23 Mar 2007 21:14:12 GMT
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Do you mean it's a client setting? Or that it's auto enabled by the server?

Subject: Re: Enable Destruction Imminent Alerts.
Posted by Scrin on Sun, 25 Mar 2007 15:55:58 GMT
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lmo owned!

Subject: Re: Enable Destruction Imminent Alerts.
Posted by Orca on Mon, 26 Mar 2007 14:23:33 GMT
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I know the sounds are in the game but they were only enable ingame with cp1 and once cp2 was released they stopped working :/

Subject: Re: Enable Destruction Imminent Alerts.
Posted by Jerad2142 on Mon, 26 Mar 2007 16:35:27 GMT
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Actually I think the destruction alerts are set up in the maps, the maps are probably changed in CP1 and CP2 or at least the objects and convoy files are. What you will have to do is check the building controllers, if the controllers have an option for a string to be played when ever the health falls below a certain amount you just will have to give it the correct string. Otherwise it will require some scripting. But I am pretty sure you can do it by making temps.

Subject: Re: Enable Destruction Imminent Alerts.
Posted by Orca on Tue, 27 Mar 2007 00:33:52 GMT
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ok one question... does anyone right now currently hear these sounds anymore? because even with cp1 and cp2 i dont hear them anymore

Subject: Re: Enable Destruction Imminent Alerts.
Posted by Dihylopas on Tue, 27 Mar 2007 00:43:54 GMT
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I'm not sure but i gues i'd hear them on the [DS] servers [Black-Cell hosted.].

Edit: I use CP2.

Subject: Re: Enable Destruction Imminent Alerts.
Posted by Jerad2142 on Tue, 27 Mar 2007 17:44:59 GMT
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I do not have CP1 or CP2 and I hear the sounds on certain maps.

Subject: Re: Enable Destruction Imminent Alerts.
Posted by havoc9826 on Tue, 27 Mar 2007 20:00:00 GMT
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afaik you might only need some form of jonwil's client scripts from 1.9.1 onward to hear some of the sounds (e.g. PA messages near buildings). I'm not sure if scripts have to be on the server to enable destruction imminent sounds, since the amount of health the building has to activate it might be set serverside, but the sound files themselves are within always.dat somewhere in the m00whatev.wav region.

Subject: Re: Enable Destruction Imminent Alerts.
Posted by Zion on Tue, 27 Mar 2007 20:03:25 GMT
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Basicly all CP1/2 is is just the latest version of scripts released during that time and a few fan maps. So having the latest scripts you still have the right ones to call the correct thing (mainly snda).

Subject: Re: Enable Destruction Imminent Alerts.
Posted by Dihylopas on Thu, 29 Mar 2007 17:53:25 GMT
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Here is a little list i made of all (I think i've putted in all.) imminent alert sound files.
Why? Because i was bored!

m00bgat_hlth0001i1evag_snd.wav   GDI Advanced Guard Tower
m00bgcc_hlth0001i1evag_snd.wav   GDI Advanced Communication Center
m00bgcy_hlth0001i1evag_snd.wav   GDI Construction Yard
m00bghp_hlth0001i1evag_snd.wav   GDI Helicopter Pad
m00bgib_hlth0001i1evag_snd.wav   GDI Infantry Barracks
m00bgpp_hlth0001i1evag_snd.wav   GDI Power Plant
m00bgrf_hlth0001i1evag_snd.wav   GDI Repair Facility
m00bgtr_hlth0001i1evag_snd.wav   GDI Tiberium Refinery
m00bgts_hlth0001i1evag_snd.wav   GDI Tiberium Silo
m00bgwf_hlth0001i1evag_snd.wav   GDI Weapons Factory

m00bmsf_hlth0001i1evag_snd.wav   Science Facility 1
m00bmsf_hlth0002i1evan_snd.wav   Science Facility 2

m00bnaf_hlth0001i1evan_snd.wav   Nod Airstrip
m00bncc_hlth0001i1evan_snd.wav   Nod Communication Center
m00bncy_hlth0001i1evan_snd.wav   Nod Construction Yard
m00bnhn_hlth0001i1evan_snd.wav   Hand Of Nod
m00bnhp_hlth0001i1evan_snd.wav   Nod Helicopter Pad
m00bnol_hlth0001i1evan_snd.wav   Nod Obelisk
m00bnpp_hlth0001i1evan_snd.wav   Nod Power Plant
m00bnrf_hlth0001i1evan_snd.wav   Nod Repair Facility
m00bnsn_hlth0001i1evan_snd.wav   Something Of Nod (Don't know what.)
m00bnss_hlth0001i1evan_snd.wav   Nod Sam Site
m00bntr_hlth0001i1evan_snd.wav   Nod Tiberium Refinery
m00bnts_hlth0001i1evan_snd.wav   Nod Tiberium Silo
m00bntu_hlth0001i1evan_snd.wav   Nod Turret

Attachment: The sound files that are listed above.

```
File Attachments
1) 0.zip, downloaded 124 times
```

Subject: Re: Enable Destruction Imminent Alerts.
Posted by Scrin on Thu, 29 Mar 2007 20:47:09 GMT
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nice how make them work ingame servers?

Subject: Re: Enable Destruction Imminent Alerts.
Posted by Dihylopas on Thu, 29 Mar 2007 20:49:30 GMT
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I gues with a IRC script that checks for building health, when it's at a certain percentage it'll launch the snda command of the right building.

But i'm not the right person to design that script.

Subject: Re: Enable Destruction Imminent Alerts.
Posted by havoc9826 on Thu, 29 Mar 2007 22:35:45 GMT
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Dihylopas wrote on Thu, 29 March 2007 10:53m00bnsn_hlth0001i1evan_snd.wav   Something Of Nod (Don't know what.)
Shrine of Nod. I think the building might have originally been intended to control beacon purchases or something (GDI equivalent would have been the Advanced Communications Center). I believe the building itself might also be somewhere in always.dat, because it's in ACK's Country_Meadow map (unless those assets were some of the ones only he had access to).

Subject: Re: Enable Destruction Imminent Alerts.
Posted by Dihylopas on Thu, 29 Mar 2007 23:51:39 GMT
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Thank you for the information, i couldn't get grip on it because i never heard of it and the sound was to noicey for that.