
Subject: EVA Sounds

Posted by [Vaati19](#) on Thu, 03 Sep 2009 14:10:01 GMT

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Hi all ^

I got a problem. I want to make nod rush, and I want EVA to say something like "Warning, enemy forces detected"

Does something exist like that ?

Subject: Re: EVA Sounds

Posted by [Xena](#) on Thu, 03 Sep 2009 16:30:42 GMT

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i'd say search it in always.dat?

Subject: Re: EVA Sounds

Posted by [ErroR](#) on Thu, 03 Sep 2009 18:02:56 GMT

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i think he wants that to sound when a rush comes up

Subject: Re: EVA Sounds

Posted by [ArtyWh0re](#) on Thu, 03 Sep 2009 18:18:17 GMT

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I don't know if there is a sound from Renegade but I have a sound file from C&C95.

File Attachments

1) [enmyapp1.wav](#), downloaded 153 times

Subject: Re: EVA Sounds

Posted by [Xena](#) on Thu, 03 Sep 2009 18:33:00 GMT

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there is a file that i heard in singleplayer:

"warning, enemy *something* detected"

Subject: Re: EVA Sounds

Posted by [ErroR](#) on Thu, 03 Sep 2009 19:14:15 GMT

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i've heard a "black hand elite troop detected" or something but i doubt you can (/anybody will) do it for mp

Subject: Re: EVA Sounds

Posted by [Gen_Blacky](#) on Thu, 03 Sep 2009 19:49:26 GMT

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I have seen it on servers when players came into enemy base

Subject: Re: EVA Sounds

Posted by [ErroR](#) on Thu, 03 Sep 2009 20:00:59 GMT

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in a custom map/pkg it could be done threw a zone i guess
