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Subject: EVA saying when building is under attack problem

Posted by [Distrbd21](#) on Sat, 13 Mar 2010 04:10:12 GMT

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OK so i made a Death Match map with Tib Silo's and i have them working the text says when it's under attack and destroyed BUT Eva does not say it is, how do i fix that i know its probably a stupid thing I'm over looking, I have looked for tuts on it i remember seeing one, but i haven't been able to find it, but I'm still looking.

So if i don't post here editing this post saying found it no need to reply, then that means i haven't.

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Subject: Re: EVA saying when building is under attack problem

Posted by [GoTTeM](#) on Sat, 13 Mar 2010 08:58:04 GMT

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best bet is to check renhelp (obviously)

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Subject: Re: EVA saying when building is under attack problem

Posted by [Distrbd21](#) on Sun, 14 Mar 2010 19:35:27 GMT

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OK so i got it to work it does say when its under attack my only problem now is it only says it in the middle of the map.

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Subject: Re: EVA saying when building is under attack problem

Posted by [crazfulla](#) on Mon, 29 Mar 2010 07:43:52 GMT

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find the sound presets for the EVA announcements adn temp them.

on the temp presets untick the 3D option.

Attach the temp presets to your silos via strings table.

Done.

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