Subject: Re: Renegade sounds
Posted by Chrifiste on Wed, 07 Feb 2007 09:45:34 GMT
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Yeah the sounds are still in always.dat, but how do you re-enable them for the game? Every building has a destruction imminent sound file. They have hlth in the file name. For example the nod air strip is m00bnaf_hlth0001i1evan_snd.wav So they are still there.

  Usually any sounds you put in your data directory overrides whatever sound is normally played, but it didn't work with the destruction imminent sound. So there's no instruction in the game to play this sound. I'm guessing one of the core patches did this. But does anybody know how to re-enable it?