Subject: always.dat file names
Posted by Nightma12 on Wed, 14 Jul 2004 18:36:40 GMT
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wasnt sure where this should go   so i had a guess

what are the file names of the alerts in always.dat that are used in the single player missions that go

"1 minute remaining"
"10 seconds remaining"

etc

ty

Subject: always.dat file names
Posted by Deactivated on Wed, 14 Jul 2004 19:27:46 GMT
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Modding...

What for you are planning to use them?

Subject: always.dat file names
Posted by Nightma12 on Wed, 14 Jul 2004 19:52:33 GMT
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the snda feature in CP1

gonna have a countdown untill end of game

Subject: always.dat file names
Posted by dead6re on Sun, 08 Aug 2004 09:38:41 GMT
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Oh god, please help us. Well if it does it all game that will be annoying, maybe last min and 5 min wouldnt be so bad.

Subject: always.dat file names
Posted by zunnie on Sat, 28 Aug 2004 09:37:07 GMT
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dead6reOh god, please help us.

rofl.

Ive uploaded a dozen sounds that are in always.dat that may be
usefull for some people who wish to use them in their maps.
Knowing scripts1.9.1 allows you to play sounds server side>client side its pretty usefull to know
what sound is what.

Always.dat Sounds & Names

Note; These are not all sounds of course, its just a few.

[zunnie]