

---

Subject: EVA Sounds  
Posted by [Vaati19](#) on Thu, 03 Sep 2009 14:10:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

i'd say search it in always.dat?

---

---

Subject: Re: EVA Sounds  
Posted by [ErroR](#) on Thu, 03 Sep 2009 18:02:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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

#### File Attachments

1) [enmyappl.wav](#), downloaded 191 times

---

---

Subject: Re: EVA Sounds  
Posted by [Xena](#) on Thu, 03 Sep 2009 18:33:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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

[View Forum Message](#) <> [Reply to Message](#)

---

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

[View Forum Message](#) <> [Reply to Message](#)

---

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

---