
Subject: Fixed SurfaceEffects.ini

Posted by [Aircraftkiller](#) on Sun, 21 Aug 2011 06:16:48 GMT

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

This fixes Steam, Flammable, and Flammable Permeable surfaces so that they have the associated sounds. Flammable and Flammable Permeable used to sound like Tiberium when shot. I've also added sound entries for track rolling sounds for various surfaces, but it isn't working; although I got it working in APB years ago and cannot remember how I did now.

If anyone can get this file to make the track sounds work with tanks, please feel free to do so. I'll bundle any fixed versions with Fjord so upon release, the mining lamps and door jambs of the GDI base will sound correct.

/This is for mod use, generally

//Can't be used online, makes for a version mismatch

File Attachments

1) [surfaceeffects.ini](#), downloaded 201 times

Subject: Re: Fixed SurfaceEffects.ini

Posted by [Jerad2142](#) on Fri, 09 Sep 2011 16:53:03 GMT

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

Think the ini files either need to be in a pkg, data fold, or always files, otherwise I think they get ignored.
