Subject: alerts when object are attacked
Posted by joel-nl on Mon, 08 Mar 2004 16:39:32 GMT
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is it possible to make a mod for eg
when the harvester is attacked
or when sams or turrets are attacked and or destoyed

Subject: alerts when object are attacked
Posted by maytridy on Mon, 08 Mar 2004 19:28:48 GMT
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Yes, edit the strings in L.E.

Subject: alerts when object are attacked
Posted by Cpo64 on Mon, 08 Mar 2004 22:44:57 GMT
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There is a sound for when the harvester is attacked, but it only works for the host. Same goes for
any other vehicle.

Subject: alerts when object are attacked
Posted by General Havoc on Mon, 08 Mar 2004 22:55:27 GMT
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Yeah, need to se custom scripts to get around it.