
Subject: Re: Enable Destruction Imminent Alerts.
Posted by [havoc9826](#) on Tue, 27 Mar 2007 20:00:00 GMT
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afaik you might only need some form of jonwil's client scripts from 1.9.1 onward to hear some of the sounds (e.g. PA messages near buildings). I'm not sure if scripts have to be on the server to enable destruction imminent sounds, since the amount of health the building has to activate it might be set serverside, but the sound files themselves are within always.dat somewhere in the m00whatev.wav region.
