Subject: Re: Boink sound replacement... Posted by Zion on Thu, 20 Sep 2007 15:09:29 GMT View Forum Message <> Reply to Message

Not though objects.ddb, since you're not editing keys you're editing sounds.

Maybe though scripts but i don't know if others will be able to hear it.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums