Subject: Re: Nod Stealth Sound
Posted by AoBfrost on Sat, 22 Sep 2007 22:36:10 GMT

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I demand he stops, because I doubt it is possible in level edit, you'd probably look for coding someine in the scripts source or in always.dat's sound scripts and mission scripts. I'm not sure, but It might be, say if you found the vehicle script where it shows all sounds vehicles use, you might be able to copy a line from say the nod buggy and change the sound so your own custom sound you add to always.dat, that might work, but I highly doubt it.