danpaul88 wrote on Mon, 03 October 2011 05:53I think you can set those sound effects up in the building controller itself without needing to resort to scripts.

Exactly this is the problem.

E.g. take the helipad. All announcement sounds are 3D in the presets, but you need 2D.

So you have to temp a new sound, which is 2D.

but the links from the building settings are going to the string table.

changing the linked sound to the new temped preset there doesn't work, because changes in the string table won't make it into a mix-file.

so, for custom buildings, you need a script.

there is one for a dead building, but not for attack with timer.

or, where is my fault?