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Subject: newb question about sounds

Posted by [IRON FART](#) on Sun, 28 Dec 2003 04:03:05 GMT

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Yup, there are LOADS of sounds.

There are alot more sounds for Single PLayer rather than Multiplayer because of the dialogue between characters, all the cinematics, and things like that.

For multiplayer there are less because everything tends to be repetitive. But dont get fooled.

There are still a sh1t load for MP too!

The Ion Cannon strike and the Nuclear Strike both have two sounds each, yet it flows so you don't really notice.

But for the most part you don't want to replace the sounds. (what are you gonna replace them all with? boinks?!)

So if you could be a LOT more specific, you could find out the filenames of certain sound then you could edit those. But you DO NOT want to replace them all.

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