
Subject: sound help requested

Posted by [jonwil](#) on Sun, 29 Feb 2004 14:04:18 GMT

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As part of its operation, the script M03_Engineer_Target calls a script command called Create_Logical_Sound. It passes values of 40012 and 40014.

Can someone more skilled than me with audio, test the script somehow or whatever and tell me which sounds match with those values?

They dont match with any sound I can find but mabie the game uses those numbers differently.

Or it could be that a "logical" sound is never heard and only used in game

Anyhow, I need to know
