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Subject: Extra EVA sounds

Posted by [plan2kill](#) on Sat, 05 Mar 2005 13:56:41 GMT

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Hey I was wondering if it was possible to get the extra EVA sounds when you kill a building and it says for example "hand of nod destruction imminent" seperately from CP1.

Also is it possible to get the sound what you get from certain servers when the building is actually killed, theres a taunt by havoc i think then it says "enemy structure destroyed".

If someone could help me i would be very grateful because i tried looking for those sounds without success and i was just wondering if it is possible to get them seperately.

Thanks. Plan

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Subject: Extra EVA sounds

Posted by [vloktboky](#) on Sat, 05 Mar 2005 18:15:32 GMT

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The server is responsible for building management. It has to send you notification when a building is, say, on its last bit of health in order for you to know when to play the "destruction imminent" sound. At this time, the server has to be running code for you to experience this feature. Currently, no "lite version" of CP1 or something similar exists where as the only feature it has is these said sound notifications.

Same goes for your taunt sounds. The best thing you can do is take those taunt sounds out of your always.ddb file and rename them to the same name as the sound files that are played when a building is destroyed, and place those files in your Data folder. To have them played separately, it would, again, require code on the server's end.

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Subject: Extra EVA sounds

Posted by [Deactivated](#) on Sat, 05 Mar 2005 19:02:49 GMT

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<http://www.cnc-source.com/files/pafiledb.php?action=file&id=461>

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Subject: Extra EVA sounds

Posted by [plan2kill](#) on Sun, 06 Mar 2005 12:05:24 GMT

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Ok, thanks for the info

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