
Subject: Using scripts to make sound presets work
Posted by [Sanada78](#) on Thu, 29 May 2003 21:51:24 GMT
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I have just found out that there are a lot of unused building MP announcements in the Dialog part
Is there anyway too use these or would you have too write a script to get them working?

Subject: Using scripts to make sound presets work
Posted by [Sanada78](#) on Fri, 30 May 2003 00:33:13 GMT
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There's one other thing too. I have set sounds for the Turret when they're under attack but the sounds don't play but they'll work with another object. Can't you give the Turret any announcement sounds?
