Subject: Surface effect sounds
Posted by Slave on Fri, 09 Feb 2007 09:24:02 GMT

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How would one get the unused surface effect sounds to work?
An example of already enabled ones are bullet impacts, footsteps, sliding wheels and such. The sounds i would like enabled are rolling tank tracks, ejected bouncing shells from rifles, and every other random thing i will figure out in the process.

Also, i tried doing it myself via surfaceeffects.ini, but this failed, i even copy pasted the one from RA APB (they have gotten some of those sounds to work). But this failed too. So i know it's possible, the only question is how.