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Subject: Building repaired / Turret killed etc messages...

Posted by [rrutk](#) on Mon, 19 Jan 2009 22:01:31 GMT

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After hours of searching:

1) What script to use for or how to make the "Building repaired" Text-Messages and Sound-Messages?

2) How to make the Text-Messages and Sound-Messages for attacked/destroyed/repared of TURRETS (e.g. Nod Turret, SAM etc.) - these are not buildings but mounted vehicles.

It doesnt work here, but it should, because it works in game.

There must be en error, I've the same settings like a building. it works on buildings, but not on turrets...

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