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| **Sound to Explosion** |
| **What we are going to do:** |
| Yeah, our stuff bike exploded, but no sound. Well we will fix that. |
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| **Get Going!** |
| Okay, open up "pak0.pk3". You will see a "ubersound" folder, open it and you will see a "ubersound.scr" file, open it in note pad:   |  |  | | --- | --- | | http://web.archive.org/web/20040107070028im_/http:/users.1st.net/kimberly/Tutorial/blowupsound/ubersoudfolder.jpg | http://web.archive.org/web/20040107070028im_/http:/users.1st.net/kimberly/Tutorial/blowupsound/ubersoud.jpg |   And search for this word, it should be about 1/3 the way down the page"  aliascache explode\_tank1 sound/weapons/explo/Explo\_MetalMed1.wav soundparms 0.9 0.2 0.8 0.2 1500 9000 weapon loaded maps "m1l2b m1l3a m1l3b m3l3 m4l2 m4l3 m5 m6l3c m6l1c training"  When you find it, highlight it and the 4 below it.  http://web.archive.org/web/20050128225807/http://users.1st.net/kimberly/tutorial/blowupsound/select.jpg  and replace them w/these:   |  | | --- | | aliascache explode\_tank1 sound/weapons/explo/Explo\_MetalMed1.wav soundparms 0.9 0.2 0.8 0.2 1500 9000 weapon loaded maps "m1l2b m1l3a m1l3b m3l3 m4l2 m4l3 m5 m6l3c m6l1c dm moh obj training"  aliascache explode\_tank2 sound/weapons/explo/Explo\_MetalMed2.wav soundparms 0.9 0.2 0.8 0.2 1500 9000 weapon loaded maps "m1l2b m1l3a m1l3b m3l3 m4l2 m5 m6l3c dm moh obj train"  aliascache explode\_tank3 sound/weapons/explo/Explo\_MetalMed3.wav soundparms 0.9 0.2 0.8 0.2 1500 9000 weapon loaded maps "m1l3a m1l3b m3l3 m4l2 m4l3 m5 m6l3c dm moh obj train"  aliascache explode\_tank4 sound/weapons/explo/Explo\_MetalMed4.wav soundparms 0.9 0.2 0.8 0.2 1500 9000 weapon loaded maps "m1l3a m1l3b m3l3 m4l2 m5 m6l3c dm moh obj train"  aliascache damage\_tank1 sound/null.wav soundparms 0.7 0.4 0.9 0.2 160 1600 auto loaded maps "m5 dm moh obj train" |   Now save it as "ubersound.scr" and put it in your .pk3 file along with your map, and .scr file.  But when you put it in your .pk3 file you will want it in its own folder, like the pak0.pk3 does.  "ubersound\ubersound.scr"  This should work, if it doesn't [mail me](mailto:moh@1st.net)! let me know!  THANX |