

## **Sound to Explosion**

**What we are going to do:**

Yeah, our stuff bike exploded, but no sound. Well we will fix that.

**Get Going!**

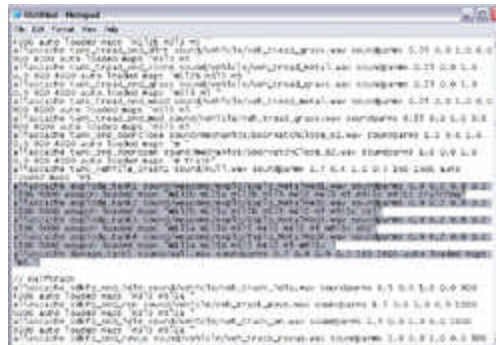
Okay, open up "pak0.pk3". You will see a "ubersound" folder, open it and you will see a "ubersound." file, open it in note pad:



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 1 9000 weapon loaded maps "m112b m113a m113b m313 m412 m413 m5 m613c m611c training"

When you find it, highlight it and the 4 below it.



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 "m112b m113a m113b m313 m412 m413 m5 m613c m611c 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 "m112b m113a m113b m313 m412 m5 m613c 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 "m113a m113b m313 m412 m413 m5 m613c 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 "m113a m113b m313 m412 m5 m613c 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](#)! let me know!

