

Soundslot Dependencies

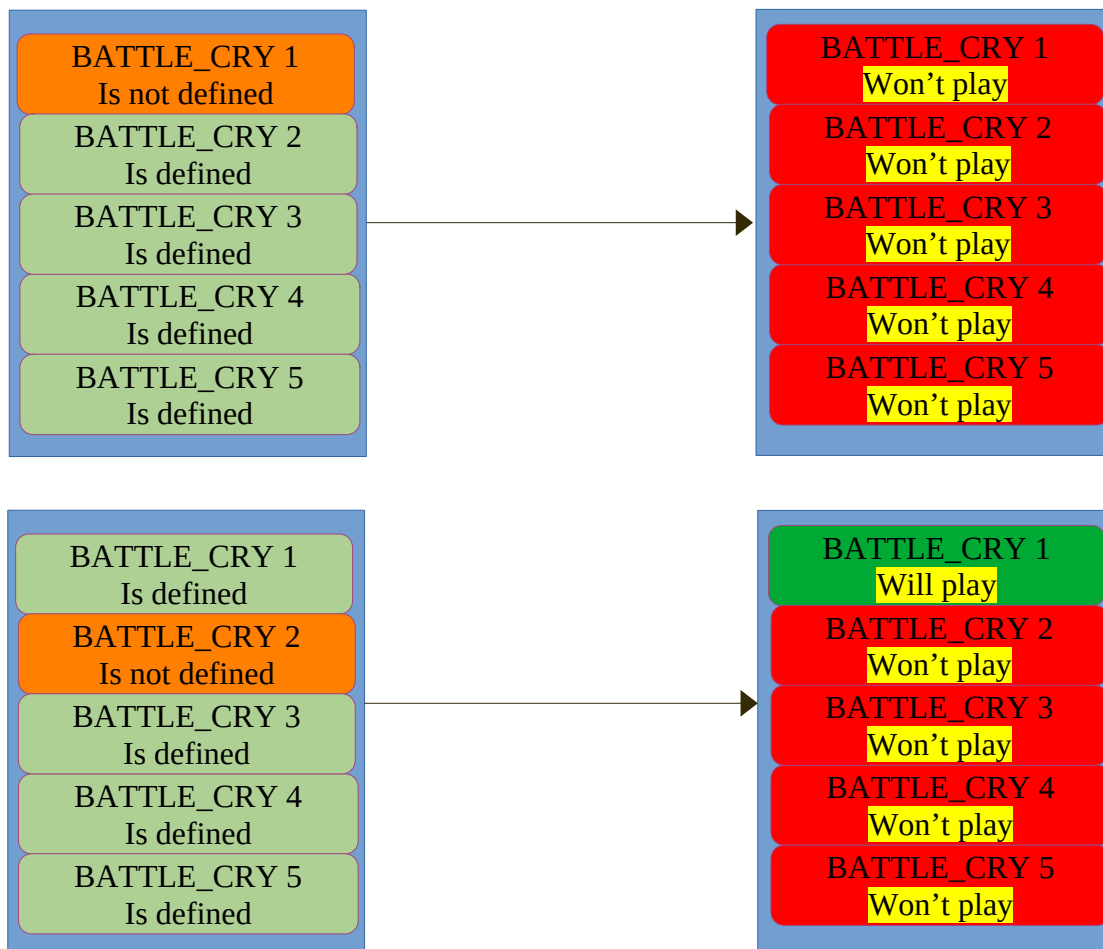
Note:

The logic in the graphics is based on the test results described here. The tests provide a pattern, so it is assumed that this pattern also applies to the other EE games (BGEE, SoD, BG2EE, and IWDEE).

Easy Explanation:

1. The **first sound slot must be defined(must have a sound file)**, otherwise the other **sound slot of the same type** will not work.
2. Any other sound slot larger than the previous one of the same type **must be one larger**, otherwise it won't work.
3. SELECT_COMMON in combination with BG2EE_SELECT_RARE **works a little differently**. Note that BG2EE_SELECT_RARE is the same as SELECT_ACTION 4 to 5 in SoD (The character is repeatedly selected e.g. with a left mouse click). BG2EE_SELECT_RARE also depends on the first SELECT_COMMON.

Simple Examples for point 1.) and 2.)



Simple Examples for point 3.)

