Soundslot Dependencies

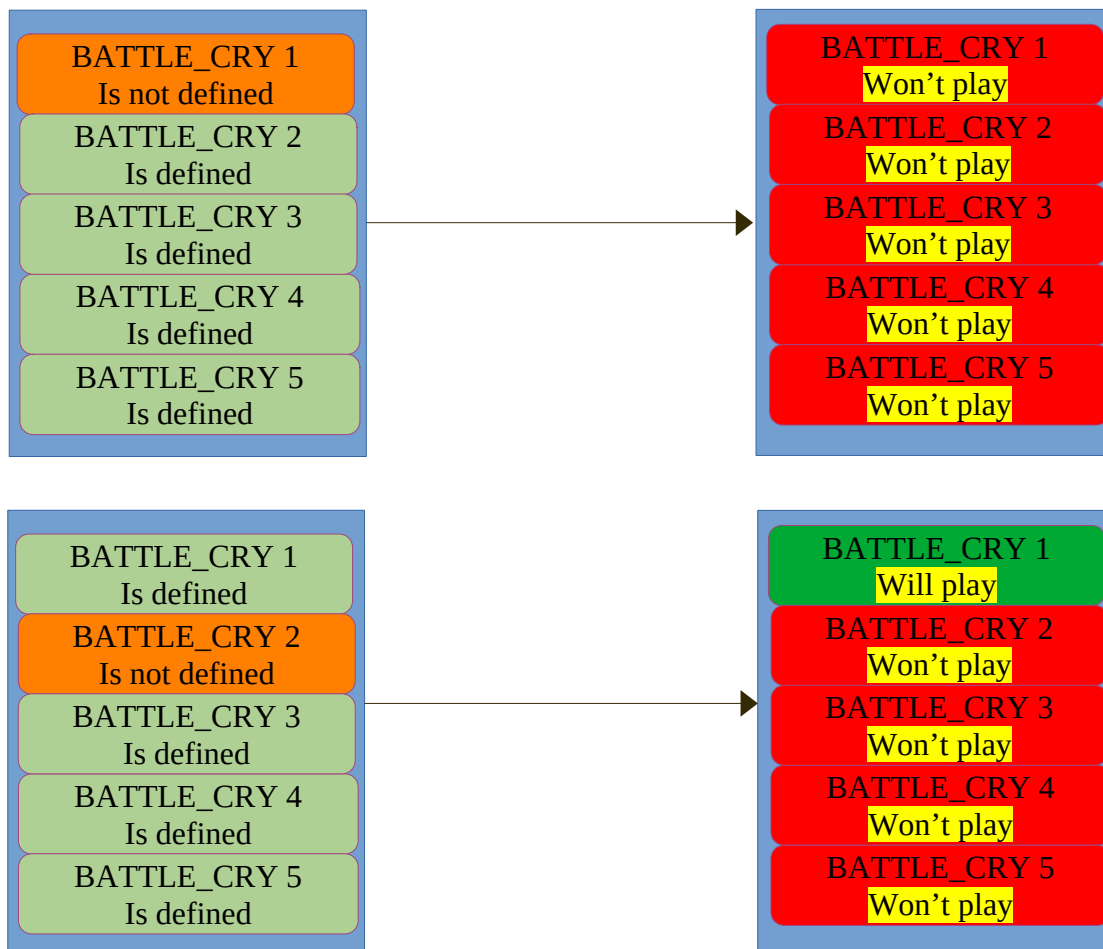**Note:**

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 mous click). BG2EE_SELECT_RARE also depends on the first SELECT_COMMON.

Simple Examples for point 1.) and 2.)

Simple Examples for point 3.)

| SELECT_COMMON 1 Is defined |
| SELECT_COMMON 2 Is not defined |
| SELECT_COMMON 3 Is not defined |
| SELECT_COMMON 4 Is not defined |
| SELECT_COMMON 5 Is not defined |
| SELECT_COMMON 6 Is not defined |

| SELECT_COMMON 1 Will play |
| SELECT_COMMON 2 Won't play |
| SELECT_COMMON 3 Won't play |
| SELECT_COMMON 4 Won't play |
| SELECT_COMMON 5 Won't play |
| SELECT_COMMON 6 Won't play |

| BG2EE_SELECT_RARE1 Is defined |
| SELECT_COMMON 2 Is defined |
| SELECT_COMMON 3 Is not defined |
| SELECT_COMMON 4 Is defined |

| BG2EE_SELECT_RARE1 Will play |
| SELECT_COMMON 2 Will play |
| SELECT_COMMON 3 Won't play |
| SELECT_COMMON 4 Won't play |

| SELECT_COMMON 1 Is not defined |
| SELECT_COMMON 2 Is defined |
| SELECT_COMMON 3 Is defined |
| SELECT_COMMON 4 Is defined |
| SELECT_COMMON 5 Is defined |
| SELECT_COMMON 6 Is defined |

| SELECT_COMMON 1 Won't play |
| SELECT_COMMON 2 Won't play |
| SELECT_COMMON 3 Won't play |
| SELECT_COMMON 4 Won't play |
| SELECT_COMMON 5 Won't play |
| SELECT_COMMON 6 Won't play |

| BG2EE_SELECT_RARE 1 Is defined |
| BG2EE_SELECT_RARE 2 Is defined |
| BG2EE_SELECT_RARE 3 Is defined |
| BG2EE_SELECT_RARE 4 Is defined |

| BG2EE_SELECT_RARE 1 Won't play |
| BG2EE_SELECT_RARE 2 Won't play |
| BG2EE_SELECT_RARE1 3 Won't play |
| BG2EE_SELECT_RARE1 4 Won't play |