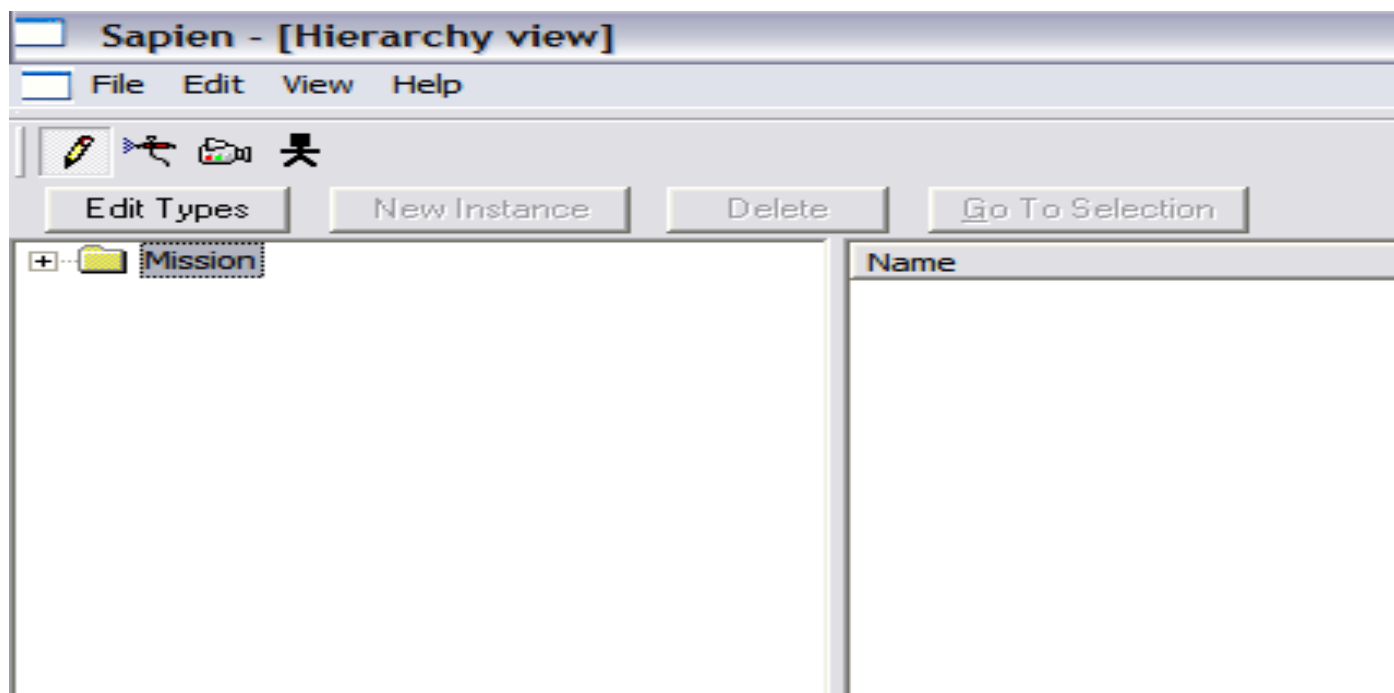
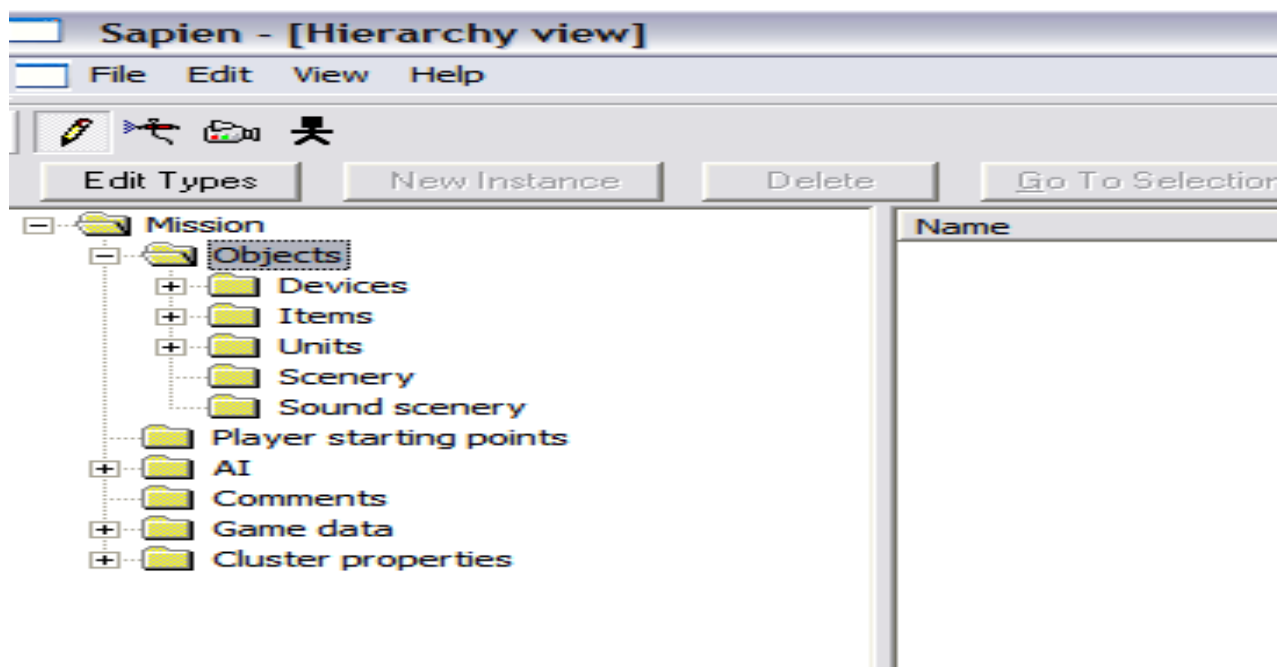
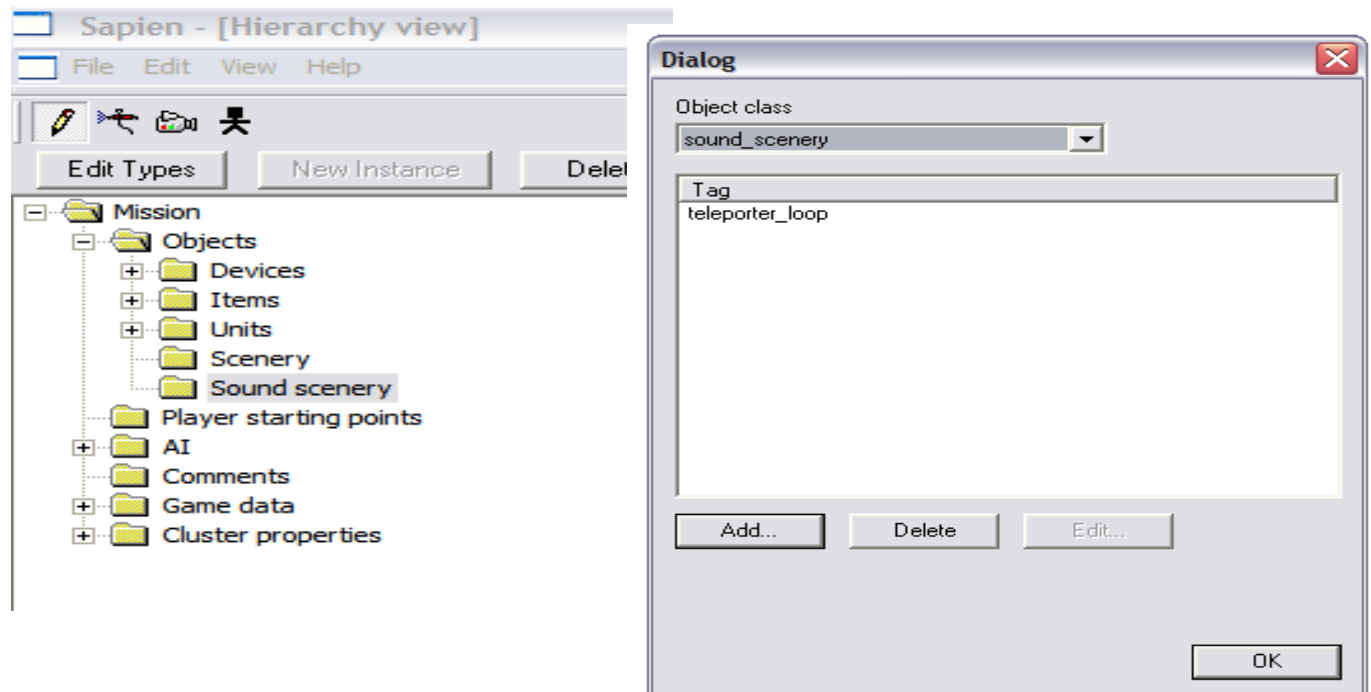




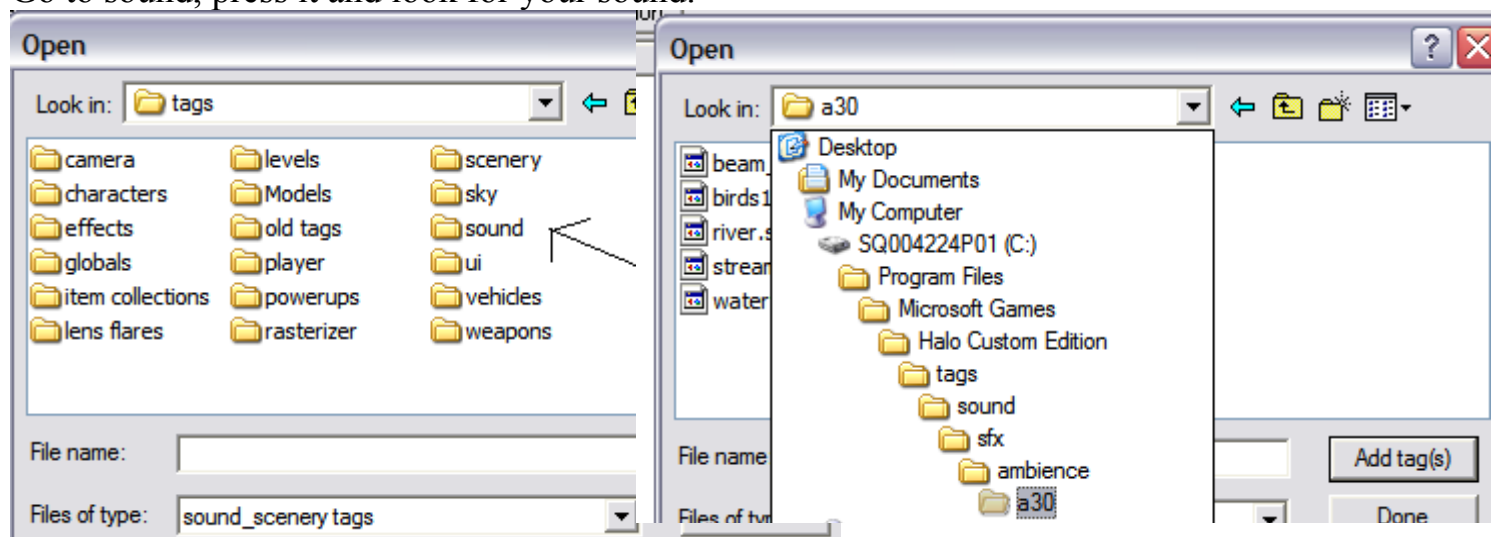
Go to Hierarchy view, press “Mission”
now press “Objects”



Press “Sound scenery”



and press “edit types” and click “add”. When you click add a open box will appear.
Go to sound, press it and look for your sound.



For a looping bird sound go to “ambience” and under a30 you can find a file called “birds1_detail” add that file and go to “Game view” With “sound scenery” still highlighted, right click where you want the sound and go to the “properties palette” and make it into “birds1_detail”, or what the sound will be.
THE END!

