
Subject: Re: Sound

Posted by [Zion](#) on Mon, 31 Jul 2006 23:22:07 GMT

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Get the sound you want (.wav only), change the name to "correction_3.wav" and place in the data folder. It will override the original one in always.dat and play that one.

The "explosion" that happens in CCTF is serverside, not though sound files. Unfortunatally, i do not know how this would be implimented.
