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Subject: Re: Renguard vs sound files + advantage skins  
Posted by [Sniper\\_De7](#) on Sat, 24 Mar 2007 11:40:45 GMT  
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Blazer wrote on Mon, 12 March 2007 12:29I agree with #1 and #3. #2 however, Crimson said that in the beta they tried playing with no beeping beacons, and it was \*impossible\* to find them and \*every\* beacon always went off.

If you want to challenge yourself, you could always put a 0 byte soundfile with the same name as the beacon beeping sound, and you won't hear it anymore  
Ah okay you mean amplified beeps. Yeah it should be simple to have RG block those.

I do believe you should be arguing your point against blazer now.

I like how you threw in the "stop sucking" part, though. I am glad we are graced with the presence of a pro in the room. Perhaps puddle will make another appearance and he can tell us some tactics and strategies he's learned since first decade.

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