
Subject: Re: SS Radio

Posted by [EvilWhiteDragon](#) on Tue, 22 May 2007 14:01:31 GMT

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gamemodding wrote on Sun, 20 May 2007 21:05c0vert7 wrote on Sun, 20 May 2007 02:27U
mean cause of renguard? Otherwise if I didnt have renguard I would be able to use em.

It's not possible (with the renegade engine to do this). It would require programming and hacking on both clients and servers.

Get your facts straight, you can do it now already by modding the objects.ddb file or something

CarrierII wrote on Sun, 20 May 2007 21:48yes, but the Renegade engine does not distribute files to the client if they are missing - Therefore anyone who doesn't have this adjustment will not be able to hear the radio sounds.

There are HUGE amounts of sound files in the always.dat, and I think he wants to use those, this does not require a CL-side download
