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Subject: Re: Auto-downloader.. How much control does it have..?

Posted by [XCorrupt69](#) on Fri, 29 Aug 2008 13:20:47 GMT

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Goztow wrote on Fri, 29 August 2008 09:15As the sound is IN the .mix, I suppose it would only work for that map.

Well, like most things, the original "stock" sounds are actually in the strings/always/2 files, and by putting a sound with the same name byitself in the data folder, will tell the client to then play that instead, but yes certain maps have additional sounds, but the ones everyones talking about (moo, gg, owned, etc and even a new BOOM HEADSHOT one), won't have to mapped based.

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