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Subject: Re: sound issue

Posted by [Poskov](#) on Sat, 28 Nov 2009 06:43:23 GMT

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Jerad2142 wrote on Tue, 10 November 2009 08:54RTsa wrote on Tue, 10 November 2009 06:51It would probably be pretty hard to reproduce without some sort of script/something, which plays a lot of sounds as you normally need quite a few players ingame for the sounds to go missing..

Make a shot gun preset with a priority of 0.7 and then make it really loud, that will override the rain sound on every shot I do believe.

If it doesn't just give it a priority of 1.0, that kills rain sound for sure, and the sound of the rain falling will never start back up.

Jerad2142 is right on the \$, that's exactly the problem which needs to be fixed. Seriously Ren has a sound limit of 8 (I'm not kidding)

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