Subject: Re: Timed c4's producing no sound... Posted by Gohax on Wed, 18 May 2011 01:43:48 GMT

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iRANian wrote on Tue, 17 May 2011 02:31they're in always2.dat if you have core patch i think.

it just a sound file iirc

Is it bugged, then? The c4's don't always produce sound. I went ingame today, and could hear the ones that I threw, on the mct mostly. Sometimes I'd throw some on the ground, or see teammates/enemies throw on the ground and almost ALWAYS not hear them.