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Subject: Re: Timed c4's producing no sound...  
Posted by [Gohax](#) on Wed, 18 May 2011 05:04:50 GMT  
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Gen\_Blackx wrote on Tue, 17 May 2011 21:49: Just change the fire sound for the c4's just copy the sound that in data folder from cp1/cp2 or whatever.

Set\_Proximity\_Test\_01 ( c4plant1.wav )

Set\_Remote\_Test\_01 ( c4\_timed\_ambient\_11.wav )

Set\_Timed\_Test\_01 ( c4\_remote\_secondary\_08a.wav )

Might be bugged since the presets are called Test lol

Might be a fix.

Question still remains, though. Has this been fixed in TT, or no? And can it?

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