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Subject: Are These Things Possible?

Posted by [Laser2150](#) on Tue, 16 Sep 2003 01:38:02 GMT

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hey i know i don't post alot anymore but i just stopped by to visit.

I can see you played Unreal Tournament, because everything you asked for sounds like UT in everyway! Anyway I been making a TDM for some time ( i made the stupidest mistake by oversaving my whole level with a blank one. )

Anyway i would love to know how to make it say "killing Spree!" when you reach 5 or more kills. I been trying to get taunts to work by overriding the Ctrl 1-9(as a test) and even making it play a sound when you reached zero health, but EVERYTHING seems to be sever side only.

do you think i should copy the sound files also? i never wondered if the sound files carry over a mix/pkg.

if i can remake my map when i get a chance and maybe get that to work (along with my (\*&^\* @ # & T \* # ^ @ \* % \$ & \* @ ^ \* & # ^ (\*ing Fan animations...)

Dante: so when a projectile lands in Khead it could play a sound?no that wouldn't work because then not killing them would stay make the noise, lol i could see it now...

\*Headshot\*\*Headshot\*\*Headshot\*\*Headshot\*\*Headshot\*\*Boink\*

Oh, and btw, if it does work and mine sounds Exactly like the one from ut2003....

It Wasn't me!!!!

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