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Subject: Re: Work is being resumed on scripts for Renegade

Posted by [dblaney1](#) on Fri, 03 Oct 2014 18:57:31 GMT

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Would it be possible to add an option to disable the stock damage and destroyed report messages/audio. I want to handle this server side as right now some buildings sounds aren't linked correctly. It also would allow the report messages to always play simultaneously for players and have the ability to disable them under certain conditions, such as being a side effect of an ion storm etc if they were handled server side. I already have all the code written for my server to handle this entirely server side. I just have it disabled for the buildings with sounds linked properly since that would make it double play the sounds. The other issue is that some maps actually used custom strings files to fix the linking but most do not.