
Subject: Enable additional sounds and effects
Posted by [Deactivated](#) on Sat, 12 Jun 2004 09:33:56 GMT
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At the moment, tracked vehicle track sounds don't work.
Turret moving sounds (ie. tank_mammoth_turret.wav) are not working neither.
Also, infantry and vehicle should leave marks on the ground (footprints, skidmarks, track dents).

Could this be included in a future patch?

Subject: Enable additional sounds and effects
Posted by [Majiin Vegeta](#) on Sat, 12 Jun 2004 10:47:20 GMT
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what about sounds when you die?

i sometimes hear them when i am killed while planting a beacon

Subject: Enable additional sounds and effects
Posted by [sum41freaky](#) on Sat, 12 Jun 2004 13:08:06 GMT
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did you read about this on the renalert forum and thoughh OMG RENALERT HAS IT NOW
RENEGADE MUST HAVE IT TO!!!!!!
but ack said he wasnt going to give it away

Subject: Enable additional sounds and effects
Posted by [Deactivated](#) on Sat, 12 Jun 2004 13:49:26 GMT
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RenAlert has nothing to do with this...

Subject: Enable additional sounds and effects
Posted by [sum41freaky](#) on Sat, 12 Jun 2004 14:27:07 GMT
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ok then
but i have that sounds often when i`m a sbh and get killed its pretty cool

Subject: Enable additional sounds and effects

Posted by [Try_lee](#) on Sat, 12 Jun 2004 15:25:08 GMT

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SeaManRenAlert has nothing to do with this...

Ah, so you've figured out how to get them working aswell!

In that case, it'd be very nice to have it included in Renegade too...

Subject: Enable additional sounds and effects

Posted by [Phoenix5p](#) on Sat, 12 Jun 2004 15:33:29 GMT

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Stealth Tank cloak sound don't work too.

Subject: Enable additional sounds and effects

Posted by [Aircraftkiller](#) on Sat, 12 Jun 2004 17:56:36 GMT

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It won't work with Renegade, and it's not being included in the near future.

Subject: Enable additional sounds and effects

Posted by [Crimson](#) on Sat, 12 Jun 2004 18:55:14 GMT

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According to ACK, these particular fixes would make you unable to join servers that didn't have the same fix. So until BHS has world domination (yeah baby), we won't be able to do that.

Subject: Enable additional sounds and effects

Posted by [Deactivated](#) on Sat, 12 Jun 2004 18:59:21 GMT

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CrimsonAccording to ACK, these particular fixes would make you unable to join servers that didn't have the same fix. So until BHS has world domination (yeah baby), we won't be able to do that.

But this is not the case with mods.

Old renegade models have been released, so why not this?

It's a broken feature of the engine that should have fixed before release of the game.

Subject: Enable additional sounds and effects

Posted by [Crimson](#) on Sat, 12 Jun 2004 19:05:24 GMT

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If the fix can be applied and still allow you to join any server and play as normal, then we can implement it. Things such as emoticons... they work. We are not going to add a fix that restricts your gameplay.

Subject: Enable additional sounds and effects
Posted by [Aircraftkiller](#) on Sat, 12 Jun 2004 19:57:05 GMT
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This entire thread is a way for Seaman to get what he wants, just because he doesn't know what it is...

Subject: Enable additional sounds and effects
Posted by [Deactivated](#) on Sat, 12 Jun 2004 20:10:05 GMT
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Not only for me, but for everyone.

Subject: Enable additional sounds and effects
Posted by [Deathgod](#) on Sun, 13 Jun 2004 06:29:35 GMT
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CrimsonSo until BHS has world domination (yeah baby), we won't be able to do that.

<arnold>YOU SON OF A BITCH.</arnold>

Now we see the true intent of BHS.

Subject: Enable additional sounds and effects
Posted by [Deactivated](#) on Sun, 13 Jun 2004 09:56:45 GMT
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Today C&C Renegade, tomorrow the world! :twisted:

Subject: Enable additional sounds and effects
Posted by [Hav0c](#) on Sun, 13 Jun 2004 17:22:22 GMT
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Here here! :twisted:

Subject: Enable additional sounds and effects
Posted by [Deactivated](#) on Sun, 13 Jun 2004 19:19:28 GMT
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Another thing.. could it be possible to fix the vehicle damage smoke feature for FDS?

Subject: Enable additional sounds and effects
Posted by [Blazer](#) on Sun, 13 Jun 2004 22:35:01 GMT
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Yeah vlokfboky enabled that in the scripts.dll that he created.

Subject: Enable additional sounds and effects
Posted by [Deactivated](#) on Mon, 14 Jun 2004 10:16:38 GMT
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CrimsonAccording to ACK, these particular fixes would make you unable to join servers that didn't have the same fix. So until BHS has world domination (yeah baby), we won't be able to do that.

So let me guess.. does this involve modifying the vehicle W3ds?
Modifying a vehicle W3d causes to show only the servers with same w3d mod.

Subject: Enable additional sounds and effects
Posted by [Aircraftkiller](#) on Mon, 14 Jun 2004 15:22:39 GMT
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It's not that.

Subject: Enable additional sounds and effects
Posted by [Renx](#) on Mon, 14 Jun 2004 17:07:11 GMT
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It would cause a version mismatch. According to BHS that's all that matters, and I agree. If it was put in a core update, renegade would be split and it might cause people to stop playing or other things(bad)...

Subject: Enable additional sounds and effects
Posted by [Deactivated](#) on Mon, 14 Jun 2004 19:13:34 GMT
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Objects.dbb mod?

Subject: Enable additional sounds and effects
Posted by [icedog90](#) on Sun, 20 Jun 2004 23:36:30 GMT
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I downloaded a few files that enabled a sound to be played when your character hit the ground after dying. It works great, works with RenGuard, and in public servers. No, they weren't replacements. They did not edit any kind of sound files, they just added more.

SeaMan knows what I'm talking about, they're on his site.

Subject: Enable additional sounds and effects
Posted by [jonwil](#) on Mon, 21 Jun 2004 02:06:16 GMT
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With the new sound functionality in bhs.dll (that makes script-played sounds work in MP), it should be possible to code up scripts that play death sounds although exactly how you would get them to fire without either modifying the presets (a no-no because of version mismatches) or overriding one of the standard scripts to do something other than what it was written for (something I hate and wont touch) I dont know.

Subject: Enable additional sounds and effects
Posted by [Deactivated](#) on Mon, 21 Jun 2004 10:47:32 GMT
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icedog90SeaMan knows what I'm talking about, they're on his site.

Yes. W3danimsound.ini.

Subject: Enable additional sounds and effects
Posted by [jonwil](#) on Mon, 21 Jun 2004 11:24:54 GMT
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if w3danimsound.ini can solve the death sound issues in a way that doesnt break anything and will run on all servers, great, I say we include it in BHS core patch 1...

Subject: Enable additional sounds and effects
Posted by [Deactivated](#) on Mon, 21 Jun 2004 11:39:52 GMT
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But the problem is that you can specify only type of death sound, unless you want to make soldiers scream like a girl when they die.

Subject: Enable additional sounds and effects
Posted by [YSLMuffins](#) on Mon, 21 Jun 2004 12:40:28 GMT
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It always bothered me that female characters would still grunt like Havoc whenever they were hit (in single player and LAN).

Subject: Enable additional sounds and effects
Posted by [Aircraftkiller](#) on Mon, 21 Jun 2004 19:36:00 GMT
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Shemales?

Subject: Enable additional sounds and effects
Posted by [m1a1_abrams](#) on Mon, 21 Jun 2004 20:24:42 GMT
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You've obviously never heard some of those women playing tennis then

Subject: Enable additional sounds and effects
Posted by [YSLMuffins](#) on Mon, 21 Jun 2004 21:03:08 GMT
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:-\

Subject: Enable additional sounds and effects
Posted by [jd422032101](#) on Mon, 21 Jun 2004 22:45:59 GMT
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lol

Subject: Enable additional sounds and effects
Posted by [zunnie](#) on Mon, 28 Jun 2004 02:44:56 GMT
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AircraftkillerShemales?

Imfao..

That would be cool lol

[zunnie]
