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Subject: Private/Public/Server\_Message.wav  
Posted by [WNxCABAL](#) on Fri, 23 Jul 2004 10:34:31 GMT  
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Just now I have found 3 wav files in the always.dat  
Private\_Message.wav  
Public\_Message.wav  
Server\_Message.wav

I was just wondering if you was going to make these actually work instead of listening to the message.wav file all the time.

I don't think it really matters about Private\_Message.wav because that is AKA Yo.wav  
But having sounds that seperate the Server & Client sounds would be cool

Greetz,

Andy

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Subject: Private/Public/Server\_Message.wav  
Posted by [Blazer](#) on Fri, 23 Jul 2004 11:46:21 GMT  
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Yes the core patch includes new FDS commands that allow the server to play sounds on the client (sounds in always.dat or in the renegade directory).

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Subject: Private/Public/Server\_Message.wav  
Posted by [WNxCABAL](#) on Fri, 23 Jul 2004 11:57:38 GMT  
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okay, cool

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