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Subject: few sounds

Posted by [Majiin Vegeta](#) on Mon, 27 Sep 2004 22:58:31 GMT

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cargo plane is messed up..

[00:54] [Scy] Cargo engine sound needs fading. Loading screen needs some more work.....things like that

[00:55] [+DethMadx9] Cargo engine sound is crap.. the sound only plays once the vehicles is dropped and its like a loud BLARB in your ears.. it doesnt need fading

[00:55] [FMSoul] yeah indeed

[00:55] [FMSoul] only when u are damn close to it u hear it

[00:55] [FMSoul] and with a bit large subwoofer

[00:55] [FMSoul] u don't wanna hear that sound

[00:55] [FMSoul]

[00:56] [+DethMadx9] i was waiting on the airstrip for my APc.. >\_<

[00:56] [Scy] It might sound better if it didn't start and end so.....instantly Ö\_ö

and to me the c4 sounds are to soft can barely hear it :S

and what did you do to the BOINK!?

WHERE'S MY BOINK!

infantry death sounds are great but BOINK is one of the things i love about renegade!

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Subject: few sounds

Posted by [mac](#) on Tue, 28 Sep 2004 01:32:47 GMT

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The cargo plane sound is done by the SSAOW mod, which uses bhs.dll to create sounds over the network.

This is not related to the CP, it just uses parts of the CP to make it work. The CP contains fixes which mods can use. This is what this is about.

About c4 sounds - I dont think we can do anything there.

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