Subject: surfaceeffect.ini
Posted by Slash0x on Fri, 22 Oct 2004 02:24:02 GMT
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After talking to a few, you think BHS could get the surfaceeffect.ini to work without effecting the stupid game server listings? It acts like when you have an edited objects file. -_- If you could get this to work properly, that would be the shiznits.

EDIT: Let me clearify.   Wanted to see if anyone could get the tank treads sound effects working without making a total Renegade modification.

Subject: surfaceeffect.ini
Posted by Aircraftkiller on Fri, 22 Oct 2004 03:39:43 GMT
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Not possible and not worth the effort. If you want tank track sounds, play RA.

Subject: surfaceeffect.ini
Posted by Slash0x on Fri, 22 Oct 2004 04:34:02 GMT
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I talked to JW and he said perhaps in 2.1 he'll work on something. Hopefully, he'll be able to do it so that we could mimik the surfaceeffects.ini. Let us all prey.