
Subject: New Sounds/Fonts

Posted by [Dogg](#) on Sat, 04 Dec 2004 15:38:39 GMT

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Ummm...can we kindly have all those sounds and fonts taken out...nothing personal, but reanguard should be to detect cheaters, not a forced mod to make me hear stupid sounds when I toss c4 or lay a nuke/ion. If I want those, I'll add them myself and if you want us to be able to use them, put them in the allowable files. Not sure why you would change my screen fonts - that was really annoying...for however many years I've liked mine - to change em you use the creators idea of pretty fonts is just wrong...on the loading screen text scrolls off the page....yes there is nothing important to read there, but it looked like crap till I found a machine without cp1 to figure out the defaults before I had to reload it to fix something that minor.

Again, I appreciate the whole cheat detection system, just don't modify my game to settings you like or give me the option like RG system sounds to disable the sounds your forcing us to use now...

Subject: New Sounds/Fonts

Posted by [exnyte](#) on Sat, 04 Dec 2004 16:13:32 GMT

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RenGuard doesn't add the font/sounds. That's CP1, and it was an OPTIONAL download.

(When you installed RenGuard 1.03, you were asked if you wanted to automatically allow any core patch installs, you obviously said yes.)

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Posted by [Dogg](#) on Sat, 04 Dec 2004 16:24:22 GMT

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Ahhh...actually someone else unfortunetly did...will uninstall everything now and reload it...or is there an uninstall process....the person that loaded it misled me to believing it was RG because it was BHS and servers were having issues with versions of brrenbot and RG with users not running CP1 and they were being kicked for no reason if they didnt have it...maybe that is a different issue...

Subject: New Sounds/Fonts

Posted by [snipesimo](#) on Sat, 04 Dec 2004 17:11:38 GMT

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Use the search function and change the font back to the default and stop complaining.

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Posted by [trunkskgb](#) on Sat, 04 Dec 2004 17:28:53 GMT

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The font doesnt bother me at all, and the sounds are good. For the longest time Renegade was without sounds, like the Obelisk not powering up and other small sounds. I did notice one thing though, it seems like it happens alot, or it's just me iunno...but every few mins I hear a sound that sounds similiar to reloading a Laser Rifle. I thought it was the doors at 1st, but I started to hear it everywhere. Is it just me or what is that sound?

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Posted by [mac](#) on Sat, 04 Dec 2004 17:45:19 GMT

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That's a bug in earlier SSAOW versions. SSCP1 1.1 fixes that as well (out soon).
