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Subject: Ion/Nuke build-up and ramjet firing sounds...  
Posted by [Naamloos](#) on Fri, 18 Feb 2005 22:06:13 GMT  
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Is there any way to remove the ion/nuke build up sounds? I tried everything... At the animations, ammo and weapon... No mater what file i "remove" it still keeps playing once the beacon is placed.

Does this have something to do with CP1? Since they officially added it there...

Also, i can't change the ramjet firing sound. This isn't a big problem, i can always use the sniper rifle, but i prefer to use the ramjet.

If anyone is wondering why i ask so many questions... I am trying to add TD gameplay to a map. I am close to finishing it... Except for some things like this.

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Subject: Ion/Nuke build-up and ramjet firing sounds...  
Posted by [laeubi](#) on Fri, 18 Feb 2005 23:17:34 GMT  
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You can't add sounds to a map, jsut something yu should keep in mind

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Subject: Ion/Nuke build-up and ramjet firing sounds...  
Posted by [Oblivion165](#) on Fri, 18 Feb 2005 23:35:22 GMT  
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All of that stuff is in the sounds presets

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Subject: Ion/Nuke build-up and ramjet firing sounds...  
Posted by [Naamloos](#) on Fri, 18 Feb 2005 23:36:21 GMT  
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Huh? What do you mean? I changed many sounds, but those 2 won't work. I'm just asking why that is and if there is a way to fix it.

Edit: You posted before i did...

I know the list with the sounds, they are all in there except the count down one... But i can't change to what object they belong there.

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Subject: Ion/Nuke build-up and ramjet firing sounds...  
Posted by [Naamloos](#) on Sat, 19 Feb 2005 18:43:09 GMT

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Help...

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