

---

Subject: questions about some report sounds  
Posted by [jonwil](#) on Sun, 05 Mar 2006 03:24:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Can anyone tell me, for each of the following:

base power offline report sound  
beacon warning report sound  
beacon disarmed report sound  
beacon deployed report sound  
harvester destroyed report sound  
harvester damaged report sound  
vehicle delivered report sound  
building destroyed report sound  
building damaged report sound

If they play:

A. On both the host and the client

B. On the host only (e.g. in 1-player lan)

or C. Only in Skirmish/Single Player/whatever and never in multiplayer at all.

---

---

Subject: Re: questions about some report sounds  
Posted by [Kanezor](#) on Sun, 05 Mar 2006 07:26:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

jonwil wrote on Sat, 04 March 2006 21:24 Can anyone tell me, for each of the following:

base power offline report sound  
beacon warning report sound  
beacon disarmed report sound  
beacon deployed report sound  
harvester destroyed report sound  
harvester damaged report sound  
vehicle delivered report sound  
building destroyed report sound  
building damaged report sound

If they play:

A. On both the host and the client

B. On the host only (e.g. in 1-player lan)

or C. Only in Skirmish/Single Player/whatever and never in multiplayer at all.

Base power offline does play on the client.

Beacon sounds play on the client.

Harvester under attack plays on the client, but harvester destroyed (and damaged? if that's different than under attack) do NOT play on the client.

Vehicle delivered DO play on the client (but usually, the cargo plane sound does not play on the client... sometimes it does, which could be a CorePatch thing).

Building destroyed does play on the client, as well as building under attack (assuming that no other building under attack sound has been played within a short time, so if you hit the GDI

barracks and then the WF a second later, only the GDI barracks under attack sound will play... not the GDI Weapons Factor under attack sound). If the "building damaged" sound is separate from the "building under attack" sound, then it does not play.

---