Subject: Sounds+Mods
Posted by Dean20056 on Fri, 05 Oct 2007 00:13:29 GMT
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hi all 1) i was wondering if there was any sounds i could get for ingame like "DIE" it would be for cloudyserv/JBserv and 2) i was also wondering if there was a way to get the ob gun so people can buy it for a price because i got told i need to edit somthink first? please help i you can.

Dean20056

Subject: Re: Sounds+Mods
Posted by cncnick13 on Fri, 05 Oct 2007 02:10:53 GMT
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ok here are some sounds.to make em work go on your nr plugin if you have nr and paste sound codes and switch from text to play sounds k enjoy.   }

tuffguy = tuffguy1.wav
rocknroll= rokroll1.wav
yell = raveshaw_yell_long_1.wav
onit = onit1.wav
boom = nuke_strike_fire.wav
np = noprblm1.wav
yourside = mxxdsgn_dsgn030i1gbmg_snd.wav
fire = mxxdsgn_dsgn029i1gbmg_snd.wav
moo = amb_cow1.wav
yoursodead = l02b_02_hav02.wav
notfair = m00arat_kill0001i1gbmg_snd.wav
lefty = lefty1.wav
chicky = m00achk_kill0001i1gbmg_snd.wav
rats = m00apgn_kill0034i1gbmg_snd.wav
toeasy = m00asqr_kill0006i1gomg_snd.wav
n00b = m00asqr_kill0018i1mbpt_snd.wav
haha = m00asqr_kill0019i1mbrs_snd.wav
killer = m00asqr_kill0034i1gbmg_snd.wav
wow = m00avis_kick0022i1gcc1_snd.wav
eww = m00avis_kifi0021i1ccsf_snd.wav
didthat = m00avis_kiov0018i1nbmg_snd.wav
staydown = m00avis_kiov0036i1gctk_snd.wav
got1 = m00avis_kiov0037i1gcp1_snd.wav
hurt = m00avis_kiov0052i1gbmg_snd.wav
mistake = m00bgcc_kill0006i1gemg_snd.wav
ohno = m00bggt_kill0048i1ccsf_snd.wav
impressive = m00bgwf_kill0011i1gsgr_snd.wav

blowitup = m00bgwf_kill0048i1nctk_snd.wav

```
notv = m00bncc_kill0053i1gbmg_snd.wav
pain = m00bncc_kill0054i1gbmg_snd.wav
bye = m00bnol_kill0054i1gbmg_snd.wav
cya = m00bnol_kill0054i1gbmg_snd.wav
boink = m00bnss_kill0053i1gbmg_snd.wav
costya = m00bntr_kill0054i1gbmg_snd.wav
targetelim = m00bntu_kill0006i1gemg_snd.wav
yeah = m00bntu_kill0042i1gcc1_snd.wav
fun = m00bntu_kill0045i1gcc4_snd.wav
righty = m00bntu_kill0053i1gbmg_snd.wav
commingforu = m00ccfm_atos0001i1ccfm_snd.wav
oops = m00ccfm_kill0053i1gbmg_snd.wav
c00l = m00ccsm_kibv0024i1gcc3_snd.wav
scum = m00decx_001in_mstm_snd.wav
woo = m00decx_002in_gcf1_snd.wav
die = m00decx_002in_nbft_snd.wav
tt = m00decx_005in_gcf1_snd.wav
hahaha = m00decx_005in_nbft_snd.wav
no = m00ffire_002in_gcf1_snd.wav
hey = m00gbrs_pori0001i1gbrs_snd.wav
spidy = m00ggdi_hesx0036i3gsrs_snd.wav
imgood = m00ggdi_kill0001i3gers_snd.wav
ty = m00ggdi_kill0011i2gsgr_snd.wav
yourgood =m00ggdi_kill0021i1geen_snd.wav
notright = m00ggdi_kill0037r1gbmg_snd.wav


bh = m00gnod_kill0002r2neen_snd.wav
nice1 = m00gnod_kill0004r1neen_snd.wav
gotlucky = m00gnod_kill0037r1nbft_snd.wav
toforone = m00gsrs_kick0006i1neen_snd.wav
wasted = m00gsrs_kiov0016i1nbft_snd.wav
driveby = m00gsrs_kisq0016i1nbft_snd.wav
gotem = m00kill_002in_gcm2_snd.wav
ns = m00kill_006in_nsrs_snd.wav
kane = m00kill_007in_nsrs_snd.wav
onedown = m00kill_008in_gcm2_snd.wav
better = m00mstm_kick0026i1gcc5_snd.wav
moretoys = m00pavr_aqob0003i1gbmg_snd.wav
woot = m00pcpu_aqob0001i1gbmg_snd.wav
nicework = m00r2_r2r1gbmg_snd.wav
hmmmm = m00stoi_002in_gemg_snd.wav
phew = m00stoi_005in_gcc2_snd.wav
tofun = m00vnst_kill0051i1gbmg_snd.wav
hero = m01dsgn_dsgn0292i1gcp1_snd.wav
catcher = m01eval_dsgn0087r1gbmg_snd.wav
backup = m01eval_dsgn0087r1gbmg_snd.wav
firepower = m01vggb_dsgn0049a1gbmg_snd.wav
```

nothelping = m02dsgn_dsgn0010r1gbmg_snd.wav
pat = m02dsgn_dsgn0115r1gbmg_snd.wav
superman = m02dsgn_dsgn0121r1gbmg_snd.wav

snipe = m03dsgn_dsgn0005r1gbmg_snd.wav
trying = m03dsgn_dsgn0020r1gbmg_snd.wav
all = m03dsgn_dsgn0039r1gbmg_snd.wav
toydown = m03dsgn_dsgn0072r1gbmg_snd.wav
ohman = m04dsgn_dsgn0026r1gbmg_snd.wav
great = m04dsgn_dsgn0031r1gbmg_snd.wav
tommgdi = m05dsgn_dsgn0065i1nbft_snd.wav
coward = m05dsgn_dsgn0066r1gsen_snd.wav
allugot = m05dsgn_dsgn0067i1nbft_snd.wav
board = m05dsgn_dsgn0069i1nbft_snd.wav
badluck = m05dsgn_dsgn0103i1gbmg_snd.wav
tyerd = m05dsgn_dsgn0168i1gbmg_snd.wav
dieing = m06dsgn_dsgn0081a1gcm2_snd.wav
onaroll = m06dsgn_dsgn0127r1gbmg_snd.wav
getsome = m06dsgn_dsgn221i1gbmg_snd.wav
abouttime = m07dsgn_dsgn0020i1gbmg_snd.wav
tib = m08dsgn_dsgn0014i1gbmg_snd.wav
pistal = m10dsgn_dsgn0064r1gbmg_snd.wav
skill = mxxdsgn_dsgn014i1gbmg_snd.wav
ha = mtudsgn_dsgn0285a1gbmg_snd.wav
screem = mx0_gdireconleader_018.wav
lesson = mx2dsgn_dsgn0019i1dsgn_snd.wav
gg = mxxdsgn_dsgn0010i1evag_snd.wav
smile = mxxdsgn_dsgn004i1gbmg_snd.wav
shutup = mxxdsgn_dsgn010i1gbmg_snd.wav
ion = ion_fire.wav

Subject: Re: Sounds+Mods
Posted by AoBfrost on Fri, 05 Oct 2007 03:55:28 GMT
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When I get ftp to my clan;s server, I am so gonna add that to NR.

Subject: Re: Sounds+Mods
Posted by Dean20056 on Fri, 05 Oct 2007 17:29:36 GMT
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i have a cloudy serv and a jbserv but i will try it anyway thank you cncnick

Subject: Re: Sounds+Mods
Posted by cncnick13 on Fri, 05 Oct 2007 18:14:54 GMT
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ok

Subject: Re: Sounds+Mods
Posted by The Elite Officer on Sun, 07 Oct 2007 20:24:10 GMT
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cncnick13 wrote on Fri, 05 October 2007 14:14ok

Good for you!

Subject: Re: Sounds+Mods
Posted by DJ_Endymion on Sat, 27 Dec 2008 00:19:24 GMT
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Hmm there's already mp3 mod for CS.
I might try to make one for these sounds,
and make it public.

Yours,

DJ.

Subject: Re: Sounds+Mods
Posted by wittebolx on Mon, 05 Jan 2009 14:55:58 GMT
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direct copy of a lua script we made a long time ago.
```
function printf(...)
 io.write(string.format(unpack(arg)))
end
function InputConsole(...)
 Console_Input(string.format(unpack(arg)))
end

Object = 0

function OnChat(pID, Type, Message)
 if Message == "dooby" then
```

```
        InputConsole("SNDA mxxdsgn_dsgn0027i1nemg_snd.wav")
end
if Message == "crispy" then
        InputConsole("SNDA mxxdsgn_dsgn0128i1neft_snd.wav")
end
if Message == "fear" then
        InputConsole("SNDA mxxdsgn_dsgn0061i1nomg_snd.wav")
end
if Message == "iown" then
        InputConsole("SNDA mxxdsgn_dsgn0059i1nemg_snd.wav")
end
if Message == "roasted" then
        InputConsole("SNDA mxxdsgn_dsgn0057i1neft_snd.wav")
end
if Message == "bag" then
        InputConsole("SNDA mxxdsgn_dsgn0013i1nomg_snd.wav")
end
if Message == "beg" then
        InputConsole("SNDA mxxdsgn_dsgn0010i1nomg_snd.wav")
end
if Message == "lol" then
        InputConsole("SNDA mx6dsgn_dsgn0010i1dsgn_snd.wav")
end
if Message == "try" then
        InputConsole("SNDA mx6dsgn_dsgn0009i1dsgn_snd.wav")
end
if Message == "all?" then
        InputConsole("SNDA mx6dsgn_dsgn0008i1dsgn_snd.wav")
end
if Message == "ulldie" then
        InputConsole("SNDA mx6dsgn_dsgn0005i1dsgn_snd.wav")
end
if Message == "gogogo" then
        InputConsole("SNDA mx0_gditrooper3_alt04.wav")
end
if Message == "XD" then
        InputConsole("SNDA mx0_gdireconleader_018.wav")
end
if Message == "fancy" then
        InputConsole("SNDA mtudsgn_dsgn0318r1gbmg_snd.wav")
end
if Message == "call" then
   InputConsole("snda m00vnsc_kill0052i1gbmg_snd.wav", pID)
end
if Message == "stupid" then
   InputConsole("snda mxxdsgn_dsgn028i1gbmg_snd.wav", pID)
end
if Message == "dead" then
```

```
      InputConsole("snda m00vnsc_kill0051i1gbmg_snd.wav", pID)
   end
   if Message == "enemy" then
      InputConsole("snda 00-n066e.wav", pID)
   end
   if Message == "bye" then
      InputConsole("snda m00bnol_kill0054i1gbmg_snd.wav", pID)
   end
   if Message == "cya" then
      InputConsole("snda m00bnol_kill0054i1gbmg_snd.wav", pID)
   end
   if Message == "chicky" then
      InputConsole("snda m00achk_kill0001i1gbmg_snd.wav", pID)
   end
   if Message == "hehe" then
     InputConsole("snda mtudsgn_dsgn0377a1gbmg_snd.wav", pID)
   end
   if Message == "smile" then
      InputConsole("snda mxxdsgn_dsgn029i1gbmg_snd.wav", pID)
   end
   if Message == "jerks" then
     InputConsole("snda m11dsgn_dsgn0104r1gbmg_snd.wav", pID)
   end
   if Message == "daddy" then
      InputConsole("snda mtudsgn_dsgn0320a1gbmg_snd.wav", pID)
   end
   if Message == "shoot" then
      InputConsole("snda mxxdsgn_dsgn029i1gbmg_snd.wav", pID)
   end
   if Message == "burn" then
      InputConsole("snda m00decx_009in_neft_snd.wav", pID)
   end
   if Message == "boink" then
      InputConsole("snda m00bnss_kill0053i1gbmg_snd.wav", pID)
   end
   if Message == "die" then
      InputConsole("snda m00decx_004in_nsrs_snd.wav", pID)
   end
   if Message == "sit" then
      InputConsole("snda m00bnsn_kill0053i1gbmg_snd.wav", pID)
   end
   if Message == "squirrel" then
      InputConsole("snda m00asqr_kill0034i1gbmg_snd.wav", pID)
   end
   if Message == "snipe" then
      InputConsole("snda mx0_nodsniper_alt01.wav", pID)
   end
   if Message == "guns" then
```

```
        InputConsole("snda mxxdsgn_dsgn005i1gbmg_snd.wav", pID)
    end
    if Message == "ask" then
        InputConsole("snda m00ccck_kitb0029i1gbmg_snd.wav", pID)
    end
    if Message == "lucky" then
        InputConsole("snda m00gnod_kill0037r1nbft_snd.wav", pID)
    end
    if Message == "gg" then
        InputConsole("snda m00bncy_kill0054i1gbmg_snd.wav", pID)
    end
    if Message == "boom" then
        InputConsole("snda m00bnsn_kill0054i1gbmg_snd.wav", pID)
    end
    if Message == "n00b" then
        InputConsole("snda m00ggdi_kill0044r3gbmg_snd.wav", pID)
    end
    if Message == "hey" then
        InputConsole("snda m00gbmg_sfrx0001i1gbmg_snd.wav", pID)
    end
    if Message == "blabla" then
        InputConsole("snda mxxdsgn_dsgn011i1gbmg_snd.wav", pID)
    end
    if Message == "hi" then
        InputConsole("snda m00gbmg_sfrx0001i1gbmg_snd.wav", pID)
    end
    if Message == "eye" then
        InputConsole("snda m03dsgn_dsgn0005r1gbmg_snd.wav", pID)
    end
    if Message == "urdead" then
        InputConsole("snda l02b_02_hav02.wav", pID)
    end
    if Message == "stfu" then
        InputConsole("snda mxxdsgn_dsgn010i1gbmg_snd.wav", pID)
    end
    if Message == "fun" then
        InputConsole("snda m00gbmg_sfcx0001i1gbmg_snd.wav", pID)
    end
    if Message == "wait" then
        InputConsole("snda 00-n002e.wav", pID)
    end
    if Message == "toy" then
        InputConsole("snda mtudsgn_dsgn0289i1gbmg_snd.wav", pID)
    end
    if Message == "chaos" then
        InputConsole("snda m03dsgn_dsgn0024r1gbmg_snd.wav", pID)
    end
    if Message == "oops" then
```

```
        InputConsole("snda m00ccfm_kill0053i1gbmg_snd.wav", pID)
end
if Message == "fat" then
        InputConsole("snda m08dsgn_dsgn0014i1gbmg_snd.wav", pID)
end
if Message == "body" then
        InputConsole("snda m00vnst_aqob0001i1gbmg_snd.wav", pID)
end
if Message == "cool" then
        InputConsole("snda m00ccsm_kibv0024i1gcc3_snd.wav", pID)
end
if Message == "-.-funny" then
        InputConsole("snda mxxdsgn_dsgn002i1gbmg_snd.wav", pID)
end
if Message == "never" then
        InputConsole("snda l06b_10_hav03.wav", pID)
end
if Message == "nice" then
        InputConsole("snda l02b_01_hav01.wav", pID)
end
if Message == "haha" then
        InputConsole("snda m00decx_005in_nbft_snd.wav", pID)
end
if Message == "notwelcome" then
        InputConsole("snda m00ccfm_rtoc0001i1ccfm_snd.wav", pID)
end
if Message == "lag" then
        InputConsole("snda m00gnod_gcon0014r2nscw_snd.wav", pID)
end
if Message == "!apply" then
        InputConsole("sndp %d m00gnod_gcon0022r3nsmg_snd.wav", pID)
end
if Message == "notstupid" then
        InputConsole("snda mtudsgn_dsgn0075r1gbmg_snd.wav", pID)
end
if Message == "mlaunch" then
        InputConsole("snda missile_launch_6s.wav", pID)
end
if Message == "hawk1" then
        InputConsole("snda bird_hawk1.wav", pID)
end
if Message == "dance" then
        InputConsole("snda m00gbmg_decx0003i1gbmg_snd.wav", pID)
end
if Message == "sexy" then
     InputConsole("snda mxxdsgn_dsgn016i1gbmg_snd.wav", pID)
end
if Message == "hawk2" then
```

```
        InputConsole("snda bird_hawk2.wav", pID)
      end
      if Message == "shool" then
        InputConsole("snda mxxdsgn_dsgn027i1gbmg_snd.wav", pID)
      end
      if Message == "war" then
        InputConsole("snda ambbtl1.wav", pID)
        InputConsole("snda ambbtl2.wav", pID)
        InputConsole("msg WAR!!!!!!!!!!!!!!!", pID)
      end
      if Message == "imhit" then
        InputConsole("snda mx0_a-10_167.wav", pID)
      end
      if Message == "trydie" then
        InputConsole("snda m00gbmg_dfax0003i1gbmg_snd.wav", pID)
      end
      if Message == "havoc?" then
        InputConsole("snda m00_died0005eval_snd.wav", pID)
      end
      if Message == "pain" then
        InputConsole("snda m00bncc_kill0054i1gbmg_snd.wav", pID)
      end
      if Message == "grr" then
        InputConsole("snda m00itoc_004in_mstm_snd.wav", pID)
      end
      if Message == "moo" then
        InputConsole("snda amb_cow1.wav", pID)
      end
      if Message == "wnn" then
        InputConsole("snda m00ccnc_dsgn0003i1ccnc_snd.wav", pID)
      end
      if Message == "notv" then
        InputConsole("snda m00bncc_kill0053i1gbmg_snd.wav", pID)
      end
      if Message == "conecbroke" then
        InputConsole("snda m00bncc_kill0003i1gbmg_snd.wav", pID)
      end
      if Message == "nooo" then
        InputConsole("snda ambscream1.wav", pID)
      end
      if Message == "weee" then
        InputConsole("snda ambcheer1.wav", pID)
      end
      if Message == "next" then
        InputConsole("snda m00ners_kill0052i1gbmg_snd.wav", pID)
      end
      if Message == "war2" then
        InputConsole("snda ambbtl3.wav", pID)
```

```
  end
if Message == "unreal" then
    InputConsole("snda m00avis_kill0047i1gbmg_snd.wav", pID)
end
if Message == "bu" then
    InputConsole("snda bonus_update.wav", pID)
end
if Message == "outro" then
    InputConsole("snda outro1.wav", pID)
end
if Message == "bc" then
    InputConsole("snda bonus_complete.wav", pID)
end
if Message == "bf" then
    InputConsole("snda bonus_fail.wav", pID)
end
if Message == "sf" then
    InputConsole("snda secondary_fail.wav", pID)
end
if Message == "pu" then
    InputConsole("snda primary_update.wav", pID)
end
if Message == "pc" then
    InputConsole("snda primary_complete.wav", pID)
end
if Message == "pf" then
    InputConsole("snda primary_fail.wav", pID)
end
if Message == "sc" then
    InputConsole("snda secondary_complete.wav", pID)
end
if Message == "su" then
    InputConsole("snda secondary_update.wav", pID)
end
if Message == "dietime" then
    InputConsole("snda m00nsrs_kill0052i1gbmg_snd.wav", pID)
end
if Message == "run" then
        InputConsole("snda m00decx_010in_nbft_snd.wav", pID)
end
if Message == "skill" then
        InputConsole("snda mxxdsgn_dsgn014i1gbmg_snd.wav", pID)
end
if Message == "kids" then
        InputConsole("snda MXXDSGN_DSGN024I1GBMG_SND.wav", pID)
end
if Message == "urside" then
        InputConsole("snda MXXDSGN_DSGN030I1GBMG_SND.wav", pID)
```

```
 end

end

function OnPlayerJoin(pID, Nick)

end

function OnPlayerLeave(pID)

end

function OnHostMessage(ID, Type, Message)

end

function OnLevelLoaded()

end

function OnLevelEnded()

end

function OnConsoleOutput(Message)

end

function OnDDERecived(Message)

end

function OnObjectCreate(Object)

end
```

Subject: Re: Sounds+Mods
Posted by dr3w2 on Mon, 05 Jan 2009 16:48:56 GMT
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tuffguy;tuffguy1.wav
pistal;m10dsgn_dsgn0064r1gbmg_snd.wav
n00b;m00asqr_kill0018i1mbpt_snd.wav
abouttime;m07dsgn_dsgn0020i1gbmg_snd.wav
driveby;m00gsrs_kisq0016i1nbft_snd.wav
toeasy;m00asqr_kill0006i1gomg_snd.wav
impressive;m00bgwf_kill0011i1gsgr_snd.wav

tofun;m00vnst_kill0051i1gbmg_snd.wav
woot;m00pcpu_aqob0001i1gbmg_snd.wav
moretoys;m00pavr_aqob0003i1gbmg_snd.wav
didthat;m00avis_kiov0018i1nbmg_snd.wav
yourside;mxxdsgn_dsgn030i1gbmg_snd.wav
wow;m00avis_kick0022i1gcc1_snd.wav
better;m00mstm_kick0026i1gcc5_snd.wav
pat;m02dsgn_dsgn0115r1gbmg_snd.wav
eww;m00avis_kifi0021i1ccsf_snd.wav
fire;mxxdsgn_dsgn029i1gbmg_snd.wav
commingforu;m00ccfm_atos0001i1ccfm_snd.wav
yell;raveshaw_yell_long_1.wav
wasted;m00gsrs_kiov0016i1nbft_snd.wav
nicework;m00r2_r2r1gbmg_snd.wav
great;m04dsgn_dsgn0031r1gbmg_snd.wav
onedown;m00kill_008in_gcm2_snd.wav
gg;mxxdsgn_dsgn0010i1evag_snd.wav
snipe;m03dsgn_dsgn0005r1gbmg_snd.wav
hey;m00gbrs_pori0001i1gbrs_snd.wav
board;m05dsgn_dsgn0069i1nbft_snd.wav
pain;m00bncc_kill0054i1gbmg_snd.wav
ion;ion_fire.wav
staydown;m00avis_kiov0036i1gctk_snd.wav
bh;m00gnod_kill0002r2neen_snd.wav
np;noprblm1.wav
rocknroll;rokroll1.wav
notv;m00bncc_kill0053i1gbmg_snd.wav
targetelim;m00bntu_kill0006i1gemg_snd.wav
ns;m00kill_006in_nsrs_snd.wav
boom;nuke_strike_fire.wav
tyerd;m05dsgn_dsgn0168i1gbmg_snd.wav
onaroll;m06dsgn_dsgn0127r1gbmg_snd.wav
ha;mtudsgn_dsgn0285a1gbmg_snd.wav
yourgood;m00ggdi_kill0021i1geen_snd.wav
oops;m00ccfm_kill0053i1gbmg_snd.wav
fun;m00bntu_kill0045i1gcc4_snd.wav
no;m00ffire_002in_gcf1_snd.wav
backup;m01eval_dsgn0087r1gbmg_snd.wav
yeah;m00bntu_kill0042i1gcc1_snd.wav
gotlucky;m00gnod_kill0037r1nbft_snd.wav
mistake;m00bgcc_kill0006i1gemg_snd.wav
costya;m00bntr_kill0054i1gbmg_snd.wav
tommgdi;m05dsgn_dsgn0065i1nbft_snd.wav
toydown;m03dsgn_dsgn0072r1gbmg_snd.wav
cya;m00bnol_kill0054i1gbmg_snd.wav
bye;m00bnol_kill0054i1gbmg_snd.wav
rats;m00apgn_kill0034i1gbmg_snd.wav
notright;m00ggdi_kill0037r1gbmg_snd.wav

got1;m00avis_kiov0037i1gcp1_snd.wav
spidy;m00ggdi_hesx0036i3gsrs_snd.wav
scream;mx0_gdireconleader_018.wav
scum;m00decx_001in_mstm_snd.wav
hero;m01dsgn_dsgn0292i1gcp1_snd.wav
yoursodead;02b_02_hav02.wav
blowitup;m00bgwf_kill0048i1nctk_snd.wav
getsome;m06dsgn_dsgn221i1gbmg_snd.wav
die;m00decx_002in_nbft_snd.wav
smile;mxxdsgn_dsgn004i1gbmg_snd.wav
notfair;m00arat_kill0001i1gbmg_snd.wav
chicky;m00achk_kill0001i1gbmg_snd.wav
nothelping;m02dsgn_dsgn0010r1gbmg_snd.wav
skill;mxxdsgn_dsgn014i1gbmg_snd.wav
c00l;m00ccsm_kibv0024i1gcc3_snd.wav
kane;m00kill_007in_nsrs_snd.wav
onit;onit1.wav
tib;m08dsgn_dsgn0014i1gbmg_snd.wav
ohman;m04dsgn_dsgn0026r1gbmg_snd.wav
phew;m00stoi_005in_gcc2_snd.wav
dieing;m06dsgn_dsgn0081a1gcm2_snd.wav
nice1;m00gnod_kill0004r1neen_snd.wav
ty;m00ggdi_kill0011i2gsgr_snd.wav
badluck;m05dsgn_dsgn0103i1gbmg_snd.wav
superman;m02dsgn_dsgn0121r1gbmg_snd.wav
killer;m00asqr_kill0034i1gbmg_snd.wav
all;m03dsgn_dsgn0039r1gbmg_snd.wav
firepower;m01vggb_dsgn0049a1gbmg_snd.wav
ohno;m00bggt_kill0048i1ccsf_snd.wav
shutup;mxxdsgn_dsgn010i1gbmg_snd.wav
imgood;m00ggdi_kill0001i3gers_snd.wav
hahaha;m00decx_005in_nbft_snd.wav
hurt;m00avis_kiov0052i1gbmg_snd.wav
toforone;m00gsrs_kick0006i1neen_snd.wav
coward;m05dsgn_dsgn0066r1gsen_snd.wav
lesson;mx2dsgn_dsgn0019i1dsgn_snd.wav
righty;m00bntu_kill0053i1gbmg_snd.wav
trying;m03dsgn_dsgn0020r1gbmg_snd.wav
allugot;m05dsgn_dsgn0067i1nbft_snd.wav
gotem;m00kill_002in_gcm2_snd.wav
boink;correction_3.wav
catcher;m01eval_dsgn0087r1gbmg_snd.wav
woo;m00decx_002in_gcf1_snd.wav
moo;amb_cow1.wav
tt;m00decx_005in_gcf1_snd.wav
hmmmm;m00stoi_002in_gemg_snd.wav
haha;m00asqr_kill0019i1mbrs_snd.wav
left;lefty1.wav

jerk;m01gcc1_dsgn0039a1gcc1_snd.wav

arnyswart compiled most of this list, i forget if him or me put it into this file format which i used for an mirc script. hash tables ftw.