
Subject: [sound]UberBoink Pack
Posted by [Good-One-Driver](#) on Tue, 03 Feb 2009 02:36:23 GMT
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This is my collection of my favorit Boinks Have Fun...

File Attachments

1) [UberBoink Pack.zip](#), downloaded 137 times

Subject: Re: [sound]UberBoink Pack
Posted by [Good-One-Driver](#) on Wed, 11 Feb 2009 02:33:14 GMT
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Bump^^

50 + boinks good collection lol

Subject: Re: [sound]UberBoink Pack
Posted by [reborn](#) on Wed, 11 Feb 2009 08:02:57 GMT
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Pretty nice collection.

I think I remember someone telling one time about a boink rotation mod for the clients. Although the details evade me.. It might make a nice project to re-create the random boink sound mod for clients, unless someone knows if the original mod still exists.

Subject: Re: [sound]UberBoink Pack
Posted by [Killgeak](#) on Wed, 11 Feb 2009 13:22:53 GMT
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The sounds are a bit long so i prefer my Wasted.

Subject: Re: [sound]UberBoink Pack
Posted by [Good-One-Driver](#) on Wed, 11 Feb 2009 13:49:46 GMT
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yea a couple are long but i like the marijuana kills one

Subject: Re: [sound]UberBoink Pack
Posted by [ChewML](#) on Wed, 11 Feb 2009 14:28:38 GMT

reborn wrote on Wed, 11 February 2009 02:02Pretty nice collection.

I think I remember someone telling one time about a boink rotation mod for the clients. Although the details evade me.. It might make a nice project to re-create the random boink sound mod for clients, unless someone knows if the original mod still exists.

I think I seen one made by blazer0x on ren-archive a while back, not sure.

Subject: Re: [sound]UberBoink Pack

Posted by [GrimmNL](#) on Wed, 11 Feb 2009 23:05:36 GMT

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ChewML wrote on Wed, 11 February 2009 08:28reborn wrote on Wed, 11 February 2009 02:02Pretty nice collection.

I think I remember someone telling one time about a boink rotation mod for the clients. Although the details evade me.. It might make a nice project to re-create the random boink sound mod for clients, unless someone knows if the original mod still exists.

I think I seen one made by blazer0x on ren-archive a while back, not sure.

yep, i used it to rotate multiple sounds a couple of years ago. it crashed renguard though, kept overflowing its memory
