
Subject: CTF script advancements

Posted by [Anonymous](#) on Sun, 19 Jan 2003 14:35:00 GMT

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Yeah i suppose its simple. Get the names of the sounds used in the script then rename your sound files to what there called and bung them in the data directory (assuming the script refers to sounds already in the always.dat file) You'd probably be able to find them yourself or ask Dante nicely and he might tell you the names of the sound files he used. [January 19, 2003, 14:36: Message edited by: General Havoc]
