2000_yearsI think you should keep it, as it's a good ideaWhy would you say it's a good idea? What is the so good about it? Can't you just see "Player1 killed Player2" and know that some one was killed. I rether not have an extra sound keep playing over and over every time ome one is kiled.

Or you know what... what is the file name that plays on 1.9.1 when some one dies? If it's not used in MP then i'll just extract it and edit it to play nothing. And my problem is solved.