
Subject: Ion/Nuke build-up and ramjet firing sounds...
Posted by [Naamloos](#) on Fri, 18 Feb 2005 22:06:13 GMT
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Is there any way to remove the ion/nuke build up sounds? I tried everything... At the animations, ammo and weapon... No mater what file i "remove" it still keeps playing once the beacon is placed.

Does this have something to do with CP1? Since they officially added it there...

Also, i can't change the ramjet firing sound. This isn't a big problem, i can always use the sniper rifle, but i prefer to use the ramjet.

If anyone is wondering why i ask so many questions... I am trying to add TD gameplay to a map. I am close to finishing it... Exept for some things like this.
