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Subject: Re: can someone test this please?

Posted by [danpaul88](#) on Sun, 13 Aug 2006 14:15:44 GMT

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Hmm, I am not sure you understand... the sound file must be in the always.dat (or loose in the data folder) of the CLIENT, as well as the server, for it to work.

Only players with the sound in their data folder will actually hear it, other than the host (as I understand it anyway). So for it to work everyone in the server who wants to hear the sounds must download the sounds it uses...

It will work just fine with the default renegade sounds, as everyone has those, but any sounds you make yourself probably wont work unless people download them. Perhaps someone with a better understanding of the Renegade engine / net code can confirm this, but I am fairly certain thats how it works.

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