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Subject: Re: Renguard vs sound files + advantage skins

Posted by [Blazer](#) on Mon, 12 Mar 2007 15:50:26 GMT

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I agree with #1 and #3. #2 however, Crimson said that in the beta they tried playing with no beeping beacons, and it was \*impossible\* to find them and \*every\* beacon always went off.

If you want to challenge yourself, you could always put a 0 byte soundfile with the same name as the beacon beeping sound, and you won't hear it anymore

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