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Subject: Re: Will beacon sounds be fixed!??

Posted by [Starbuzz](#) on Tue, 08 Jul 2008 20:48:40 GMT

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Yeah, it's confusing...sometimes, I would be in field and hear it. Then I won't.

And many many times in City\_Flying as GDI (especially when we are getting owned), the SBH always planting beacons in or around WF. Sometimes, I hear the setup sound...others times won't even hear and by that time the beacon is deployed.

Many times when I plant beacons as SBH, I wish the setup sound won't come (lols) and sometimes I am lucky! I dunno if lag or soemthing is causing this.

To be fair, they should have this sorted!

But so far, TT is a really good initiative!

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