

---

Subject: Re: Some RUINED Sound files....

Posted by [GEORGE ZIMMER](#) on Mon, 31 Aug 2009 22:13:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Gen\_Blacky wrote on Sat, 29 August 2009 20:49 they are almost all used in single player  
Wrong, there's plenty of unused sound files. Some were outright meant for multiplayer (Classes saying stuff based on events... IE, spotting an enemy, being hit, etc). They weren't used in single player.

Some of these sounds could very well be used in Renegade in its current state without changing up gameplay alot. I'd like to see this done.

---