Subject: Re: sound issue
Posted by Jerad2142 on Tue, 10 Nov 2009 14:54:52 GMT
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RTsa wrote on Tue, 10 November 2009 06:51It would probably be pretty hard to reproduce without some sort of script/something, which plays a lot of sounds as you normally need quite a few players ingame for the sounds to go missing..
Make a shot gun preset with a priority of 0.7 and then make it really loud, that will override the rain sound on every shot I do believe.
If it doesn't just give it a priority of 1.0, that kills rain sound for sure, and the sound of the rain falling will never start back up.