
Subject: My contribution to the community...

Posted by [Kingdud](#) on Tue, 16 Dec 2003 17:30:01 GMT

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Blazer, it has been at least 6 months since I played renegade, plus I deleted any download w/a readme for that countdown a long time ago. That is why I couldn't remeber who made the mod.

As for what I changed, yes, I did change the prefix. No, it is not my own voice, I got it as a required download for some server I joined in CS. It's in my cstrike folder under the name c4powa.wav. That prefix (yes, I thought it was cooler, but that's just me) and a smoothing of the beep transitions are the only "real" changes I made the countdown.

I basically made the tranistions sound more like a 30 second CS bomb countdown. (start up CS, open the console and type in "mp_c4timer 30". Then restart the server (the cvar to resart it), plant the bomb and listen to yours vs. mine.

I used the same beeps (C4_beep1-5.wav in the cstrike folder and c4powa.wav) to make the file. The problem was that after playing CS a while...I get used to what a 30 second bomb timer (in CS) sounded like...your bomb timer starts off for a 45 second timer, then crunches down to a 30. Maybe I should have just kept this to myself but oh well.

As for the 6.x seconds, 1 second gives you only enough time to say "oh crap". 6 seconds not only sounds right (original to CS) but it also gives you time to run away. If your a hotwire and you hear the superfast beeps, you know to run away and not die

Anyway, thanks for making the original countdown. I give you full credit for the idea.

Peace out,

-Kingdud
