Subject: My contribution to the community...
Posted by Blazer on Wed, 17 Dec 2003 00:01:35 GMT
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Kingdud,

No problem man its all good. I was just thinking that you were in the WL clan, and from what I understand "Blazers C4 Countdown Mod" was a *required* download/install for all clan members, thus it was on the clan web page etc so I figured you of all people should know where it came from

And yes as I stated those beeps are from Counterstrike (I even say that in the origional readme.txt that was released with it), but I didn't just string them together, I joined them and edited the transitions to make it fit within 30 seconds, and with the frantic beeps lasting only 1 second. The reason I did this was because Renegade used to (or so I was told by Hjelstrom) be such that if you detonated 2 remote c4 *at the same time* as a timed c4 went off, it made a bigger explosion and thus an engie could take out a building alone. So it was imperative that you know exactly when the timed was going to blow. Six seconds of frantic beeping really doesnt let you know when that is going to happen, but hey if it works for you and other people like it then thats all good

If you like audio editing maybe we should team up and make a new soundpack for BlazeRotate (if anyone even still uses that).