
Subject: scrips.dll 1.9.1 problem
Posted by [ghostSWT](#) on Sun, 05 Sep 2004 21:55:56 GMT
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i had 1.7 i think, then I updated to 1.9.1 at first i didn;t realize it but like 5 mins in to the game as a SBH i realized that I was hearing every one reloading. It was walls_flying I was on top of the hill in the middle, no one next to me and like every 4-10 seconds i would hear a reload sound. I wasn't reloading so i guess I was hearing ether my team or everyone in the game. When they reload I hear it... Anyone have the same problem or a solution?

Subject: scrips.dll 1.9.1 problem
Posted by [xptek](#) on Sun, 05 Sep 2004 22:14:48 GMT
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The SSAOW modification creates this sound when someone is killed.

Subject: scrips.dll 1.9.1 problem
Posted by [2000_years](#) on Mon, 06 Sep 2004 14:08:33 GMT
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Yeah, when-ever someone dies it plays a part of the Rocket reloading sound for me. They should have made it a beep or something

Subject: scrips.dll 1.9.1 problem
Posted by [xptek](#) on Mon, 06 Sep 2004 14:41:47 GMT
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I can change it/set an option to remove the sound if needed.

Subject: scrips.dll 1.9.1 problem
Posted by [ghostSWT](#) on Tue, 07 Sep 2004 07:30:18 GMT
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ScampI can change it/set an option to remove the sound if needed.

yes plz, I really don't want to keep hearing ppl die. In large games it get's annoying hearing it every 5-10 secs

Subject: scrips.dll 1.9.1 problem
Posted by [2000_years](#) on Tue, 07 Sep 2004 20:00:11 GMT

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I think you should keep it, as it's a good idea, but just change the sound to a beep, like in Quake3 or other FPS's (where also you had a small bonk type thing when a message was sent)

Subject: scrips.dll 1.9.1 problem
Posted by [ghostSWT](#) on Tue, 07 Sep 2004 22:29:25 GMT
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2000_yearsI think you should keep it, as it's a good ideaWhy would you say it's a good idea? What is the so good about it? Can't you just see "Player1 killed Player2" and know that some one was killed. I rether not have an extra sound keep playing over and over every time one one is kiled.

Or you know what... what is the file name that plays on 1.9.1 when some one dies? If it's not used in MP then i'll just extract it and edit it to play nothing. And my problem is solved.

Subject: scrips.dll 1.9.1 problem
Posted by [NeoX](#) on Tue, 07 Sep 2004 23:04:06 GMT
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Its not the scripts 1.9.1 its the server side mod!

Subject: scrips.dll 1.9.1 problem
Posted by [xptek](#) on Wed, 08 Sep 2004 01:08:35 GMT
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Yes, but I can change the server side mod so it doesn't do that.

Subject: scrips.dll 1.9.1 problem
Posted by [cokemaster](#) on Wed, 08 Sep 2004 04:15:25 GMT
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ScampYes, but I can change the server side mod so it doesn't do that.

Please do, it gets annoying!
Is there a possiblity of a clientside 'fix' as well if server owners don't apply it? Maybe a sound replacement if possible?

Subject: scrips.dll 1.9.1 problem

Posted by [xptek](#) on Wed, 08 Sep 2004 17:50:09 GMT

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I'll get working on it when I'm back from school. Both the replacement sound and the server side fix are easily possible.

Subject: scrips.dll 1.9.1 problem

Posted by [vloktboky](#) on Wed, 08 Sep 2004 21:06:08 GMT

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You're two days too late. I hope you realize that. I wouldn't want you to take precious moments away from replicating other stuff, after all.

Subject: scrips.dll 1.9.1 problem

Posted by [xptek](#) on Wed, 08 Sep 2004 21:06:45 GMT

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m'kay. let your feelings out vloktboky.

Edit: Actually, I just though of something so friggin' clever. If it doesn't pertain to modding then don't post it in here.

Subject: scrips.dll 1.9.1 problem

Posted by [vloktboky](#) on Wed, 08 Sep 2004 21:16:52 GMT

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Scamp... Actually, I just though of something so friggin' clever. If it doesn't pertain to modding then don't post it in here.

It does pertain to modding, as it is an announcement to others that the mod in question has been updated for a couple of days now.

Subject: scrips.dll 1.9.1 problem

Posted by [xptek](#) on Wed, 08 Sep 2004 21:17:39 GMT

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Hmm, you're right. I guess I should get some sleep.
