
Subject: Sounds for Infantry

Posted by [RockyR](#) on Sun, 12 Sep 2004 18:21:48 GMT

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When u are playing the single missions, (with havoc) u can hear talk the NOD soldiers and the GDI soldiers! Also u can hear who is it! if it is a stealthsoldier or a chemical!

Can u import that sounds in the patch?

Actually u can only hear the normal GDI soldiers! (only host i think)!

That would be great if that is possible!

When u buy something in multiplayergame there is allways havoc talking!

It would be nice if there are sounds from others!

I think thats enough for today!

Awaiting your RE!

Subject: Sounds for Infantry

Posted by [spoonyrat](#) on Sun, 12 Sep 2004 21:04:27 GMT

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To change the purchase sound i.e. Havoc saying "Keep 'em coming!" the best thing is just to get blaze rotator.

Subject: Sounds for Infantry

Posted by [Aircraftkiller](#) on Sun, 12 Sep 2004 23:35:17 GMT

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It's Nod, not NOD.

Subject: Sounds for Infantry

Posted by [NeoX](#) on Mon, 13 Sep 2004 00:05:49 GMT

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It's Ack not Ak.

Subject: Sounds for Infantry

Posted by [icedog90](#) on Mon, 13 Sep 2004 00:22:23 GMT

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It's you, not "u".

Subject: Sounds for Infantry

Posted by [sniper12345](#) on Mon, 13 Sep 2004 06:44:24 GMT

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It's multiplayer game, not multiplayergame.

Subject: Sounds for Infantry

Posted by [BabyCatjuhh](#) on Mon, 13 Sep 2004 11:41:56 GMT

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It's always not allways :rolleyes:

Subject: Sounds for Infantry

Posted by [havocide3](#) on Mon, 13 Sep 2004 11:59:37 GMT

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It's shut the fuck up and stay on topic.

Subject: Sounds for Infantry

Posted by [sniper12345](#) on Mon, 13 Sep 2004 12:01:27 GMT

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Boogie time

Subject: Sounds for Infantry

Posted by [Nightma12](#) on Mon, 13 Sep 2004 14:13:19 GMT

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AircraftkillerIt's Nod, not NOD.

remember, nobody cares, except you

Subject: Re: Sounds for Infantry

Posted by [Deactivated](#) on Mon, 13 Sep 2004 14:19:53 GMT

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RockyRWhen u are playing the single missions, (with havoc) u can hear talk the NOD soldiers

and the GDI soldiers! Also u can hear who is it! if it is a stealthsoldier or a chemical!
Can u import that sounds in the patch?
Actually u can only hear the normal GDI soldiers! (only host i think!)
That would be great if that is possible!

I think that already happens online with BHS.dll.

Subject: Sounds for Infantry
Posted by [Majiin Vegeta](#) on Mon, 13 Sep 2004 14:29:59 GMT
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Nightma12AircraftkillerIt's Nod, not NOD.

remember, nobody cares, except you

watch out he'll reply saying you care becuse you replied :rolleyes:

Subject: Sounds for Infantry
Posted by [Hav0c](#) on Mon, 13 Sep 2004 14:39:55 GMT
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:rolleyes:

Subject: Sounds for Infantry
Posted by [RockyR](#) on Mon, 13 Sep 2004 14:47:28 GMT
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sorry my english its not the best!
But the only one who helped me was SeaMan & Spoonyrat! Thx!

When someone found grammatical errors he can keep them! - wisdom of Rocky

Subject: Sounds for Infantry
Posted by [-FM-script](#) on Tue, 14 Sep 2004 13:06:15 GMT
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ey ack its NOD
look here...

Subject: Sounds for Infantry
Posted by [visorneon](#) on Tue, 14 Sep 2004 15:11:44 GMT
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script-mastery ack its NOD
look here...

Hah owned

Subject: Sounds for Infantry
Posted by [DarkFish](#) on Tue, 14 Sep 2004 15:37:23 GMT
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Visor don't quote large images like that

-DaCube

Subject: Sounds for Infantry
Posted by [Aircraftkiller](#) on Tue, 14 Sep 2004 16:34:13 GMT
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Nightma12AircraftkillerIt's Nod, not NOD.

remember, nobody cares, except you

So why respond?

Also, for the moron who posted the picture: Simply because there's about four times WS says "NOD" instead of Nod, compared to the several hundred times where they call them Nod... I'll side with the usage that set the precedent, not your idiocy.
