
Subject: scripts1.93 New sounds.

Posted by [maj.boredom](#) on Mon, 20 Sep 2004 18:47:10 GMT

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I find some of the new sounds annoying. There's one that sounds like coins jingling and one that sounds like a power serge/fog horn. I'd like to disable these or simply drop a blank sound file in the data folder with the correct name. Is there a list of these new sounds? Or a better way to turn a select few off.

Subject: scripts1.93 New sounds.

Posted by [mac](#) on Mon, 20 Sep 2004 19:52:13 GMT

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Do you mean the gunner reload sound?

I dunno, but that seems to be a bug from the SSAOW mod

Subject: scripts1.93 New sounds.

Posted by [maj.boredom](#) on Tue, 21 Sep 2004 13:37:58 GMT

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I bet it is that bug. Do you know the name of it so I can drop a blank .wav in there to get rid of it?

Subject: scripts1.93 New sounds.

Posted by [mac](#) on Tue, 21 Sep 2004 13:50:50 GMT

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Unfortnaturally, no.

I have identified the code that is responsible for that gunner reload sound on every kill. Find it very annoying.

I have fixed it, and will release the server side scripts for that as part of the CP1 server side installer.

Subject: scripts1.93 New sounds.

Posted by [vloktboky](#) on Thu, 23 Sep 2004 15:23:47 GMT

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<http://web.black-cell.net/mods.html>

It was removed a few weeks ago; up to the server owners when they all want to update.

Subject: scripts1.93 New sounds.
Posted by [Nightma12](#) on Thu, 23 Sep 2004 15:35:07 GMT
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i thought they were no longer supported

Subject: scripts1.93 New sounds.
Posted by [vloktboky](#) on Thu, 23 Sep 2004 18:12:45 GMT
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They are no longer supported. That was the last bit of work I did to the mod before I moved on. At first, I was going to do a bit more, but eventually came to the conclusion that I didn't find it fun anymore, and decided to put out what little bit I did do and close it. The update was delayed because of RL.
