
Subject: Things I did not like about Core Patch
Posted by [gam3rj](#) on Sun, 10 Oct 2004 19:21:08 GMT
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Alright, so I've been testing the Core Patch for about a week or two and I've got to say, there are some neat additions, but in regards, I'd like to see a log of all the added features from update to update. If something like this has already been created, please pinpoint where I can locate.

Here's my short list of things I don't like:

-Counter-Strike beeping sounds on the timer. Come on this is Renegade, I don't want to start getting sounds from other games.

-C4 is set, Fire in the Hole! Another stupid addition. Every character has the exact same voice with this sound, why does this need to be on?

A lot of the other sounds that were implemented, I already downloaded manually before patching, but I feel that some Renegade players don't like these added noises. Don't follow me wrong though, I like this patch and I've noticed some various fixes here and there (Obelisk sound and Miles Sound Device I can think of right off the bat), I'm just trying to put some direct feedback that isn't bug related. Thanks.

Subject: Things I did not like about Core Patch
Posted by [glyde51](#) on Sun, 10 Oct 2004 19:55:32 GMT
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The c4 time sound adds more tactics and the knowing of if your going to make it or explode.

Subject: Things I did not like about Core Patch
Posted by [ghostSWT](#) on Sun, 10 Oct 2004 23:18:21 GMT
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If you don't like hearing a particular sound you have to find what it's called and extract from always.dat and put it in the data folder and then edit the sound and replace it with silence.

If you want to go back to the original c4 sounds just extract the
c4_remote_secondary_08a.wav (timed c4 + beeping)
c4_timed_ambient_11.wav (remote c4)
from always.dat and put in your data folder

I use my version of beeping C4, 1 short beep 10 seconds after you set it, 2 short beeps on 20 sec, 3 short beeps 25 sec, 1 long on 28.

Subject: Things I did not like about Core Patch
Posted by [icedog90](#) on Mon, 11 Oct 2004 00:30:41 GMT
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You're pretty picky.

Subject: Things I did not like about Core Patch
Posted by [Blazer](#) on Mon, 11 Oct 2004 03:53:49 GMT
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The C4 countdown timer is the same one I released literally years ago. The "fire in the hole" sample is one I took from always.dat that seemed appropriate to use. As pointed out, you can easily change these sounds to whatever you want.

Not everyone will like every change... "you cannot please all of the people, all of the time"

Subject: Things I did not like about Core Patch
Posted by [laeubi](#) on Mon, 11 Oct 2004 08:02:21 GMT
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For the german and french Version i used Havoc's: I've got a present for ya that might fit better, jsut an idea

Subject: Things I did not like about Core Patch
Posted by [2000_years](#) on Mon, 11 Oct 2004 14:42:39 GMT
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I quite like the new C4 sounds, they stop my n00bish self from standing too close to one I've placed near a beacon and blowing myself up

What I don't like are some of the new EVA sounds, like the "Danger - Radiation Detected" one. Hearing it over can get annoying (though I've only noticed it on Mesa I think)

Also the beacon countdown, the "minimum safe distance" bit drags on.
At the end 2 minutes of the match you always get morons beacons spamming, and all you can hear is basically noise.

The rest of the patch is pretty good, but I have to ask, will they be adding sounds when the player gets hurt? like in 1 player lan, he goes "urrgh" when shot.
That'd be a good addon

Subject: Things I did not like about Core Patch

Posted by [visorneon](#) on Mon, 11 Oct 2004 19:14:35 GMT

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I'm not sure if this was the server i was playing in, or CP1, but there seems to be a Reload gun noise whenever someone is killed? If this is needed surely there is a better sound in the always.dat than a railgun reloading?

Subject: Things I did not like about Core Patch

Posted by [Dethdeath](#) on Mon, 11 Oct 2004 19:27:57 GMT

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visorneonI'm not sure if this was the server i was playing in, or CP1, but there seems to be a Reload gun noise whenever someone is killed? If this is needed surely there is a better sound in the always.dat than a railgun reloading?
Known SSAOW bug

Subject: Things I did not like about Core Patch

Posted by [icedog90](#) on Mon, 11 Oct 2004 20:34:44 GMT

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DethdeathvisorneonI'm not sure if this was the server i was playing in, or CP1, but there seems to be a Reload gun noise whenever someone is killed? If this is needed surely there is a better sound in the always.dat than a railgun reloading?
Known SSAOW bug

Sometimes it's a rocket launcher reloading sound.

Subject: Things I did not like about Core Patch

Posted by [ghostSWT](#) on Mon, 11 Oct 2004 23:07:46 GMT

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Quote:Known SSAOW bug
Sometimes it's a rocket launcher reloading sound.

I extracted "weaponspawn.wav" edited it with silance and bug is gone.
if you want that reloading sound bug gone download this and put it in your renegade\data forlder
<http://ivan275g4.homestead.com/files/weaponspawn.wav>

Subject: Things I did not like about Core Patch

Posted by [gam3rj](#) on Mon, 11 Oct 2004 23:17:13 GMT

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BlazerThe C4 countdown timer is the same one I released literally years ago. The "fire in the hole" sample is one I took from always.dat that seemed appropriate to use. As pointed out, you can easily change these sounds to whatever you want.

Not everyone will like every change..."you cannot please all of the people, all of the time"

Yes, that's true, but adding counter-strike sounds? As well as that, the loading screen text has been replaced. My entire clan and some people in our server have commented on this. Like I said before, I'm not saying that this is a bad patch, I like it, but it seems like a lot of content was added just to make it bulky. I support Renguard and BHS patches, but I don't like when questionable content is added.

For everything fixed and all of the regular sounds that show up for everyone (when it used to only show for the host or skirmish player), I am very thrilled. It's very awesome to finally get some of these sounds. I really like Black Hand Studios contributions to this game and I hope they keep it up, but it's always good to give feedback!

Subject: Things I did not like about Core Patch
Posted by [Blazer](#) on Tue, 12 Oct 2004 01:04:44 GMT
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When I created the countdown timer I wanted something audible, yet subtle so as not to override other sounds. I used a *sample* of one of the C4 beeps in CS and painstakingly arrange a series of them (its harder than you would think) to not only exactly fill the space of time between planting and detonation, but to go faster and more urgent as time passed.

I never considered that someone would be "offended" by the sound, and until now, nobody has complained. In fact, Clan WL (World Leaders) made the same C4 countdown mandatory for their members because they found it useful.

That being said, if you don't like it, you can easily override it or silence it by placing your own wav file in the renegade data directory. As for the load screen, I haven't seen it since I still have my simpsons theme load screens

Subject: Things I did not like about Core Patch
Posted by [gam3rj](#) on Tue, 12 Oct 2004 02:43:16 GMT
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I guess it's a personal thing, hating Counter-Strike that is.

Anyway, thanks for replying.

Subject: Things I did not like about Core Patch

Posted by [glyde51](#) on Tue, 12 Oct 2004 23:12:31 GMT

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Quote:I guess it's a personal thing, hating Counter-Strike that is.

Anyway, thanks for replying.

I guess it's a personal thing, complaining about things that are smart and cool. We don't hate CS, we just think that it is smart. If someone used that sample of a beeping sound in a alarm clock, would you say: "They must really hate CS". :rolleyes: :rolleyes: :rolleyes: :rolleyes: :rolleyes: :rolleyes:

Subject: Things I did not like about Core Patch

Posted by [gam3rj](#) on Wed, 13 Oct 2004 04:16:17 GMT

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I just think taking sounds from other games and putting them in formal patches is a bit strange. And I've never heard a game labled "smart". I guess people say things that are irrelevant when they have nothing else to say.

Subject: Things I did not like about Core Patch

Posted by [icedog90](#) on Wed, 13 Oct 2004 04:57:17 GMT

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RenAlert uses a few sounds from Day of Defeat.

Subject: Things I did not like about Core Patch

Posted by [Blazer](#) on Thu, 14 Oct 2004 00:02:20 GMT

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gam3rjI just think taking sounds from other games and putting them in formal patches is a bit strange. And I've never heard a game labled "smart". I guess people say things that are irrelevant when they have nothing else to say.

Unless I used my MIDI keyboard, I would have to get the sound from somewhere, now wouldn't I? Would it make you feel better if I recorded a sample of my watch beeping instead of taking a sample of a wav file I allready had handy?

Nobody else seems to care about this "issue"...

Subject: Things I did not like about Core Patch

Posted by [visorneon](#) on Thu, 14 Oct 2004 18:37:20 GMT

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just to make him happy cant you make an options menu whether you use the new sounds or not?

Subject: Things I did not like about Core Patch
Posted by [Blazer](#) on Thu, 14 Oct 2004 19:07:06 GMT

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There is an option to not receive core patches

Subject: Things I did not like about Core Patch
Posted by [gam3rj](#) on Thu, 14 Oct 2004 23:53:18 GMT

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You don't have to take it so personal. I'm just giving my two cents.

Subject: Things I did not like about Core Patch
Posted by [visorneon](#) on Fri, 15 Oct 2004 15:59:17 GMT

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BlazerThere is an option to not receive core patches

lol

Subject: Things I did not like about Core Patch
Posted by [suntar](#) on Fri, 15 Oct 2004 23:23:46 GMT

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[quote="Blazer"]When I created the countdown timer I wanted something audible, yet subtle so as not to override other sounds. I used a *sample* of one of the C4 beeps in CS[quote]

Did CS not make copy right pertections?!

OMG LETS MAKE A PATCH TURNING HAVOC INTO THE ARTIC WARFARE GUY!

Subject: Things I did not like about Core Patch
Posted by [Blazer](#) on Sat, 16 Oct 2004 05:33:32 GMT

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Enough allready....next time I release anything with a sound in it, I will burp or fart to make the sound so that it's me personally making the sound. :rolleyes:

Subject: Things I did not like about Core Patch
Posted by [Rex](#) on Sat, 16 Oct 2004 19:23:32 GMT
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I can send you my farts if you want
And no... my farts aren't copyrighted and are 100% original

Subject: Timer sounds
Posted by [SquiglyLP](#) on Sun, 17 Oct 2004 04:14:48 GMT
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Blaze, i like the c4 countdown timer, and the beakon timer, i already DL those a while back. i think they are useful. These guys are just giving you shit because they are picky little pricks! I mean c'mon guys, give Blaze a break!! Would you rather not have any patches at all? If you dont like these USEFUL additions, then DON'T DL THEM, or CHANGE THEM TO FIT YOUR NEEDS!

Subject: Things I did not like about Core Patch
Posted by [glyde51](#) on Sun, 17 Oct 2004 17:11:46 GMT
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suntarDid CS not make copy right pertections?!

OMG LETS MAKE A PATCH TURNING HAVOC INTO THE ARTIC WARFARE GUY!

If you can go and make a complete list of sounds copyrighted, I chose to copyright !@#\$ YOU!

Subject: Things I did not like about Core Patch
Posted by [gam3rj](#) on Sun, 17 Oct 2004 19:42:35 GMT
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glyde51Quote:I guess it's a personal thing, hating Counter-Strike that is.

Anyway, thanks for replying.

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:rolleyes:

"We don't hate CS, we just think that it is smart." I find it funny, because you drew that conclusion all by yourself, and what relevance does it have, I don't care.

"If someone used that sample of a beeping sound in a alarm clock, would you say: "They must

really hate CS"

You're either trying to be funny or mean, because you know the answer, but that seems to collect on most of your posts. I think you should keep to yourself more often instead of flaming at anybody who brings up something.

Subject: Things I did not like about Core Patch
Posted by [glyde51](#) on Sun, 17 Oct 2004 20:08:38 GMT
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I had that advice so many times from other people on these forums...

I promise one day I'll grow up... oh, and I don't know the answer... :oops:

Subject: Things I did not like about Core Patch
Posted by [suntar](#) on Mon, 18 Oct 2004 00:14:16 GMT
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BlazerEnough already....next time I release anything with a sound in it, I will burp or fart to make the sound so that it's me personally making the sound. :rolleyes:

Im just messen with ya

I just thought if they wanted people to know when somthing was going to blow up, they would put the sounds in them selfs.

Also, some times when newbs go on beacon planting sprees, and there are like 10 nukes going off, and all you can hear is eva saying countdowns for allt hose nukes... is there any way to fix that? if you think of somthing, try throwen that in.

Subject: Things I did not like about Core Patch
Posted by [glyde51](#) on Mon, 18 Oct 2004 00:18:30 GMT
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they could try to put the countdown for the beacon that will go off first, but that is hard and such....

Subject: Things I did not like about Core Patch
Posted by [ohnou812](#) on Mon, 18 Oct 2004 10:13:13 GMT
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Blazer, I like the c4 beeper/timer! Great Work and Thanks,your efforts are appreciated.
Thanks again,

Ohno

Subject: Things I did not like about Core Patch
Posted by [t1000n1](#) on Tue, 30 Nov 2004 18:38:51 GMT
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Hey I don't mind the new sounds (had them already for years). It gives you a detonate advantage (if your being shot at run around till its almost going to blow then cross it just before and watch the persuer die). And also if your running by one of your buildings and you hear c4 is set.....you know whats going on

Subject: Things I did not like about Core Patch
Posted by [SuperTech](#) on Sat, 04 Dec 2004 04:52:23 GMT
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I was using the C4 countdown mod LONG before Renguard hit and it's great! I use colored C4 as well.
