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Subject: Annoying sounds

Posted by [howang](#) on Thu, 26 Jan 2006 03:08:45 GMT

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After I have installed CP1, my game come up with many sounds in the buildings. Such as "primary generators are online.", "Tech, report to the MCT....". I want to disable them! What should I do?

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Subject: Re: Annoying sounds

Posted by [Goztow](#) on Thu, 26 Jan 2006 14:27:21 GMT

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You can't, it comes with CP1 and it's annoying at the start but you get used to it! It's use CP1 and deal with all advantages/disadvantages or don't use it, I'm afraid.

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Subject: Re: Annoying sounds

Posted by [RTsa](#) on Thu, 26 Jan 2006 17:02:13 GMT

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Besides, they were meant to be there by WW in the first place! BHS just fixed a bug that prevented you from hearing them.

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Subject: Re: Annoying sounds

Posted by [EA-DamageEverything](#) on Sun, 05 Feb 2006 16:08:13 GMT

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I think these are sounds from the SP mode. If you know the original filename (must have a look into always.dat), then replace them with empty files placed in the DATA dir.

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Subject: Re: Annoying sounds

Posted by [jonwil](#) on Sun, 05 Feb 2006 22:30:12 GMT

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The sounds in question have always been there but because of engine limitations, all sounds played via a script were never heard in multiplayer. That is now fixed and all script-triggered sounds (including these) are now heard.

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