
Subject: Will beacon sounds be fixed!??

Posted by [Starbuzz](#) on Tue, 08 Jul 2008 19:04:04 GMT

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So EVERYTIME a player deploys a beacon, we can hear the set-up sound...so no more missed sounds.

Any info on that?

Subject: Re: Will beacon sounds be fixed!??

Posted by [EvilWhiteDragon](#) on Tue, 08 Jul 2008 20:27:44 GMT

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I *think* that the setup sound is 3D, so you would only hear it if you're close enough. Though I am not really sure...

Subject: Re: Will beacon sounds be fixed!??

Posted by [Lone0001](#) on Tue, 08 Jul 2008 20:39:44 GMT

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I think I have heard it at the enemy base before when one was placed in my base(I think), if not then I think it might be only if you're in your base maybe?

Subject: Re: Will beacon sounds be fixed!??

Posted by [Starbuzz](#) on Tue, 08 Jul 2008 20:48:40 GMT

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Yeah, it's confusing...sometimes, I would be in field and hear it. Then I won't.

And many many times in City_Flying as GDI (especially when we are getting owned), the SBH always planting beacons in or around WF. Sometimes, I hear the setup sound...others times won't even hear and by that time the beacon is deployed.

Many times when I plant beacons as SBH, I wish the setup sound won't come (lols) and sometimes I am lucky! I dunno if lag or soemthing is causing this.

To be fair, they should have this sorted!

But so far, TT is a really good initiative!

Subject: Re: Will beacon sounds be fixed!??

Posted by [Yrr](#) on Tue, 08 Jul 2008 22:28:14 GMT

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The setup sound is 2D so everybody can hear it.
I made it 3D with RR for a while, but too many ppl complained about it so I removed it. I doubt that it would be different with Custom Scripts.

Subject: Re: Will beacon sounds be fixed!??
Posted by [a000clown](#) on Tue, 08 Jul 2008 23:15:53 GMT
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If your selected weapon is a beacon and you hold the fire button while running it continuously plays the deployment sound.

Subject: Re: Will beacon sounds be fixed!??
Posted by [Veyrdite](#) on Wed, 09 Jul 2008 01:57:04 GMT
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Clown wrote on Wed, 09 July 2008 09:15 If your selected weapon is a beacon and you hold the fire button while running it continuously plays the deployment sound.
An annoying tactic I used to do

Subject: Re: Will beacon sounds be fixed!??
Posted by [Starbuzzz](#) on Wed, 09 Jul 2008 02:08:13 GMT
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Dthdealer wrote on Tue, 08 July 2008 20:57 Clown wrote on Wed, 09 July 2008 09:15 If your selected weapon is a beacon and you hold the fire button while running it continuously plays the deployment sound.
An annoying tactic I used to do

I do that all the time!

Subject: Re: Will beacon sounds be fixed!??
Posted by [Caveman](#) on Wed, 09 Jul 2008 08:43:30 GMT
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You do know that will get you kicked from most if not all servers.

Subject: Re: Will beacon sounds be fixed!??
Posted by [nopol10](#) on Wed, 09 Jul 2008 08:44:06 GMT

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I think BrenBot allows people to be kicked from the server if they spam beacon sounds.

Subject: Re: Will beacon sounds be fixed!??
Posted by [Sir Kane](#) on Wed, 09 Jul 2008 13:22:11 GMT
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On the n00bstories server!

Subject: Re: Will beacon sounds be fixed!??
Posted by [R315r4z0r](#) on Wed, 09 Jul 2008 16:26:38 GMT
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..Setup sound? What are you talking about?

I never heard any setup sound...

Subject: Re: Will beacon sounds be fixed!??
Posted by [Sir Kane](#) on Wed, 09 Jul 2008 20:48:25 GMT
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The beeping/whatever when you're starting to plant a beacon.
