Subject: Lance3066 radio sound package
Posted by CASE on Mon, 31 Aug 2009 18:28:04 GMT
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does anyone have it or a link where i can get it? searched the whole forums, every link i use is dead. I had this a long time ago but got a new computer and didnt carry it over. thanks alot.

Subject: Re: Lance3066 radio sound package
Posted by CASE on Tue, 01 Sep 2009 20:12:21 GMT
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any1? or can someone help me make them? every link i click is dead, and i cant contact the people who made them cause the last time they logged in was in February..

Subject: Re: Lance3066 radio sound package
Posted by ErroR on Tue, 01 Sep 2009 20:13:42 GMT
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no idea what a Lance3066 radio sound package is

Subject: Re: Lance3066 radio sound package
Posted by CASE on Tue, 01 Sep 2009 20:32:22 GMT
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basically its taking sounds from always.dat and replacing them with your original sounds on your radio. for instance, "building needs repair" would be replaced with something else. it would be server side cause everyone has the same sounds in always.dat, but from what ive heard this required keyhooks and you will get the zero bug. ill post the link to his topic in a sec

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Subject: Re: Lance3066 radio sound package
Posted by Gen_Blacky on Tue, 01 Sep 2009 21:00:19 GMT
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or you can just put them in your data folder

Subject: Re: Lance3066 radio sound package
Posted by CASE on Tue, 01 Sep 2009 21:04:43 GMT
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wont work, im trying to make it serverside.

Subject: Re: Lance3066 radio sound package
Posted by Gen_Blacky on Tue, 01 Sep 2009 21:32:55 GMT
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well replacing stuff in always.dat wont work either the client needs it.

Subject: Re: Lance3066 radio sound package
Posted by CASE on Tue, 01 Sep 2009 22:06:46 GMT
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.... it involves using sound files from always.dat, and using them in the radio commands. it will be serverside since everyone has the same sounds. it does involve changing something with objects.dds or something tho

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Subject: Re: Lance3066 radio sound package
Posted by Dreganius on Wed, 02 Sep 2009 02:04:44 GMT
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Unless every person that uses it has the sound-pack, it will not work, as they will still only get the sounds in THEIR always.dat or Data folder. I can't see skins that other people have because of any objects file, unless I download their skins or something.

Subject: Re: Lance3066 radio sound package
Posted by Gen_Blacky on Wed, 02 Sep 2009 02:20:33 GMT
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it might be possible to change the radio commands sound to a different sound that's already in the always.dat but I doubt you could do it with just objects.

Subject: Re: Lance3066 radio sound package
Posted by CASE on Wed, 02 Sep 2009 04:49:33 GMT
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PLEASE nevermind, i found it and yes it works. its clientside but everyone has the same sounds so they hear it too. its considered a cheat since its an object.ddb file but it just lets everyone else hear it.

i found the file i needed. thanks guyss