
Subject: Sound problems fixed?
Posted by [zeratul](#) on Thu, 11 Mar 2010 04:56:02 GMT
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Ok so i downloaded CP2, and renguard and somehow my sound works again. For a learning experience i'd like to know how this fixed my sound. Anyone Know?

Subject: Re: Sound problems fixed?
Posted by [DRNG](#) on Thu, 11 Mar 2010 16:26:30 GMT
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I came down there, broke in, (amazing i wasn't shot by Texans immediatley) took your sound devices and placed them inside your microwave for about 30 seconds, then placed them back where I found them.

I just love to help people with my technological knowledge.

Subject: Re: Sound problems fixed?
Posted by [zeratul](#) on Thu, 11 Mar 2010 22:14:31 GMT
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DRNG wrote on Thu, 11 March 2010 10:26 I came down there, broke in, (amazing i wasn't shot by Texans immediatley) took your sound devices and placed them inside your microwave for about 30 seconds, then placed them back where I found them.

I just love to help people with my technological knowledge.
OF COURSE... how did you get in my house without me shooting you i need to check on my pit-bull and figure out why he didn't attack/bark wildly at you.

But seriously... i did notice there is another sound device choice which is Dolby any reasons why this is suddenly available

edit: Grammer

Subject: Re: Sound problems fixed?
Posted by [Zion](#) on Fri, 12 Mar 2010 06:38:16 GMT
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Maybe you two meet up for so much buttsechs that your dog is used to him being around (and therefore tame around him) and your gun was probably fired, but into his ass?

Subject: Re: Sound problems fixed?

Posted by [reborn](#) on Fri, 12 Mar 2010 09:44:05 GMT

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Zion wrote on Fri, 12 March 2010 01:38 Maybe you two meet up for so much buttsechs that your dog is used to him being around (and therefore tame around him) and your gun was probably fired, but into his ass?

Trust the Furry to involve the dog!

Subject: Re: Sound problems fixed?

Posted by [CarrierII](#) on Fri, 12 Mar 2010 10:21:22 GMT

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Subject: Re: Sound problems fixed?

Posted by [zeratul](#) on Sat, 13 Mar 2010 03:53:24 GMT

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Zeratul wrote on Thu, 11 March 2010 16:14 But seriously... i did notice there is another sound device choice which is Dolby any reasons why this is suddenly available

Subject: Re: Sound problems fixed?

Posted by [Sladewill](#) on Sat, 13 Mar 2010 18:34:01 GMT

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I found my sound not working on my pc so i had to download some audio codec, then it worked, but when i play renegade when the sounds off i still hear a faint sound XD

Subject: Re: Sound problems fixed?

Posted by [zeratul](#) on Sat, 13 Mar 2010 18:57:08 GMT

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I never thought to do that.

the sounds even play when renguard is blocked and i cant use it... so i think CP2 made it work
