
Subject: Timed c4's producing no sound...
Posted by [Gohax](#) on Sat, 14 May 2011 20:14:42 GMT
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Not sure if this hasn't been posted, but is there a fix for this? Rather annoying whenever I have astro a40s on and still can't hear the damn c4's on the ground...

Subject: Re: Timed c4's producing no sound...
Posted by [cmatt42](#) on Mon, 16 May 2011 00:43:26 GMT
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Did the C4 have beeping by default? I think Core Patch 1 has a beeping sound.

Subject: Re: Timed c4's producing no sound...
Posted by [iRANian](#) on Mon, 16 May 2011 06:00:59 GMT
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they don't, cp1 or 2 added them. I've seen it referred to as cyberpunk's c4 sound/beeping mod on certain sites.

Subject: Re: Timed c4's producing no sound...
Posted by [Gohax](#) on Tue, 17 May 2011 02:35:02 GMT
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iRANian wrote on Sun, 15 May 2011 23:00they don't, cp1 or 2 added them. I've seen it referred to as cyberpunk's c4 sound/beeping mod on certain sites.

So, the only way you can get the beeping of c4's is a mod? Or does cp1 and cp2 have them? I am running both core patches and still can't hear them.

Subject: Re: Timed c4's producing no sound...
Posted by [Lone0001](#) on Tue, 17 May 2011 05:35:34 GMT
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Nvm

Subject: Re: Timed c4's producing no sound...
Posted by [iRANian](#) on Tue, 17 May 2011 09:31:49 GMT
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they're in always2.dat if you have core patch i think.

it just a sound file iirc

Subject: Re: Timed c4's producing no sound...
Posted by [Gohax](#) on Wed, 18 May 2011 01:43:48 GMT
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iRANian wrote on Tue, 17 May 2011 02:31they're in always2.dat if you have core patch i think.

it just a sound file iirc

Is it bugged, then? The c4's don't always produce sound. I went ingame today, and could hear the ones that I threw, on the mct mostly. Sometimes I'd throw some on the ground, or see teammates/enemies throw on the ground and almost ALWAYS not hear them.

Subject: Re: Timed c4's producing no sound...
Posted by [iRANian](#) on Wed, 18 May 2011 02:20:57 GMT
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Oh that stuff, yeah that used to happen to me all the time too. It's probably why the logic wasn't used in the game.

Subject: Re: Timed c4's producing no sound...
Posted by [Gen_Blacky](#) on Wed, 18 May 2011 04:49:53 GMT
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Just change the fire sound for the c4's just copy the sound that in data folder from cp1/cp2 or whatever.

Set_Proximity_Test_01 (c4plant1.wav)

Set_Remote_Test_01 (c4_timed_ambient_11.wav)

Set_Timed_Test_01 (c4_remote_secondary_08a.wav)

Might be bugged since the presets are called Test lol

Subject: Re: Timed c4's producing no sound...
Posted by [Gohax](#) on Wed, 18 May 2011 05:04:50 GMT
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Gen_Blacky wrote on Tue, 17 May 2011 21:49 Just change the fire sound for the c4's just copy the sound that in data folder from cp1/cp2 or whatever.

Set_Proximity_Test_01 (c4plant1.wav)

Set_Remote_Test_01 (c4_timed_ambient_11.wav)

Set_Timed_Test_01 (c4_remote_secondary_08a.wav)

Might be bugged since the presets are called Test lol

Might be a fix.

Question still remains, though. Has this been fixed in TT, or no? And can it?
