
Subject: Missing Sounds

Posted by [Knight](#) on Tue, 20 Sep 2011 01:33:58 GMT

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Before I started using 4.0 renegade had sounds like, keep em coming, nuke count down..haven't noticed more missing sounds yet.

How do I get these sounds back?

I have TFD so I would just install Renegade from TFD disc. Then I would install cp2, then scripts 3.4. And all my sounds worked perfectly!

Subject: Re: Missing Sounds

Posted by [Omar007](#) on Tue, 20 Sep 2011 07:17:26 GMT

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Those sounds are part of the CP updates and are not included with 4.0

Subject: Re: Missing Sounds

Posted by [Knight](#) on Tue, 20 Sep 2011 20:18:58 GMT

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awww... So im stuck with no sounds? .. I liked the nuke countdown and other sounds

Will they ever be released with 4.0 update?

Subject: Re: Missing Sounds

Posted by [Omar007](#) on Tue, 20 Sep 2011 21:38:11 GMT

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You can always download the sounds but I'm not assuring you that it'll work on 4.0 servers. This depends on their Anti-Cheat config.

Subject: Re: Missing Sounds

Posted by [StealthEye](#) on Tue, 20 Sep 2011 22:21:58 GMT

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Sounds are not cheat-checked as far as I know, and therefore they should work. Imo, these sounds should indeed be part of the patch. We have had this discussion internally but I do not remember coming to a conclusion.

Subject: Re: Missing Sounds

Posted by [Prulez](#) on Tue, 20 Sep 2011 22:25:34 GMT

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StealthEye wrote on Wed, 21 September 2011 00:21 Sounds are not cheat-checked as far as I know, and therefore they should work. Imo, these sounds should indeed be part of the patch. We have had this discussion internally but I do not remember coming to a conclusion. Lets say I create a sound of Rick Astley and apply them as the Stank Motor sounds. That means if I hear Rick Astley singing like 5 times simultaneously as GDI on City Flying; I know it's time to raise some shields.

I could also attach Tunak Tunak Tun to a sound of the SBH, for instance.

Subject: Re: Missing Sounds

Posted by [StealthEye](#) on Tue, 20 Sep 2011 22:51:27 GMT

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I agree that a few sounds should be cheat-checked. I'm just reporting on the current behavior, and as far as I know they are currently not checked.

Subject: Re: Missing Sounds

Posted by [Knight](#) on Wed, 21 Sep 2011 02:10:50 GMT

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Well i have the cp2.exe .. But not sure what files are the sound files...

Anyone able to upload a file with the sound files I'm talking about? Please!

Subject: Re: Missing Sounds

Posted by [papaelbo](#) on Wed, 21 Sep 2011 02:16:17 GMT

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Copied and pasted these from my thread about the same thing a couple pages down.

Timed C4 - "Fire in the hole"

<http://planetcnc.gamespy.com/View.php?view=Renegade.Detail&id=335#Files>

Ion / Nuke Countdown

<http://planetcnc.gamespy.com/View.php?view=Renegade.Detail&id=11>

Extract and copy files to the "Data" folder.

Still havent found a decent Remote C4 "Got a Present For Ya" yet.

Subject: Re: Missing Sounds

Posted by [Knight](#) on Wed, 21 Sep 2011 02:21:59 GMT

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Alright! Thanks a lot! Keep me updated by re-posting w/e else sound you find that cp1-2 put in before 4.0 took out?

Please,
Thank you!
