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Subject: Death sound function

Posted by [Xpert](#) on Thu, 18 Sep 2014 06:22:40 GMT

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Is there a script or function that can remove the death sound on a soldier object?

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Subject: Re: Death sound function

Posted by [sla.ro\(master\)](#) on Wed, 01 Oct 2014 12:09:49 GMT

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I don't think is possible, is an engine call, only if you hack the engine and stop sending the sound, not sure if client plays it automatically or server sends it. The only way to do it would be to disable it from objects.ddb.

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