
Subject: Reduced game features in Client Mode
Posted by [Protoberance](#) on Fri, 25 Apr 2003 11:41:15 GMT
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Hi all, i have no typicall problem like the users here in the board, but i hope someone can help me. Many of you must have recognized the reduced features while playing in online mode as client. For example the animation for the obelisk misses. You cannot see it load or sometimes even not the beam when it fires and the sound is also deactivated. Another annoying things are the missing status for the harvester when you press "K" (Key by default for the hitpoint stats) or some audio messages like unit destroyed. There are also this little marks over the characters head when you use the radio commands. This are all no rly problems but it would be nice, if i could activate em. So i hope you can understand by, my english is a little bit crappy.

Subject: Reduced game features in Client Mode
Posted by [NoX](#) on Fri, 25 Apr 2003 16:09:57 GMT
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Hey,

I downloaded some fan made sounds, so that I could here vehicles being destroyed. I also downloaded the Obeliks-Sound, so now I hear the beam and an after beam sound. I downloaded them on <http://www.cncrenegade.info>

I dont think u can bring the harvester icon into the screen..... :S

Subject: Reduced game features in Client Mode
Posted by [Protoberance](#) on Fri, 25 Apr 2003 16:20:44 GMT
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I know these sounds, i got the vehicle sounds but this is a bad solution to fix the problem. Thx for the link i will have a look at it.
