Subject: Core Patch 1 progress report
Posted by Jason8765 on Mon, 20 Sep 2004 07:00:50 GMT
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LaeubiNo. Thats a bug that can't be solved.
if u disamr it the second the 10Sel Contdown starts, it will go on untill zero.
Anything can be solved... If you can add new commands to the console, you can hook a sound to an object and kill the sound when it disappears, might take years, but still possible

I just wanna know because if CP1 has this in, I want to be able to disable it, possibly by unselecting the option on an installer, but so far I've only heard of options on the installer for the server-side CP.
I don't actually like the sounds myself and I think it gives an unfair advantage. Instead of "wtf? timed c4 ", they know its there cause they can hear it, so the amusement isn't there anymore ^^.
Also it annoys me when you've got like 3 countdown sounds running and theres no beacons because they've all been disarmed

So my question:
Are these countdown sounds optional?

Sounds great so far

PS: I had no problem reading wot Laeubi said:
Quote:No. That's a bug that can't be solved.
If you disarm a beacon just as the countdown starts, it will go on until it reaches zero
Common Sense is all that's required