Subject: which sounds and text strings are missing?
Posted by jonwil on Thu, 31 Mar 2005 14:30:42 GMT

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If you have bhs.dll (any version) installed and are playing on a server without SSAOW loaded, certain sounds and text strings are missing if you are not the host. Some of these are put back by SSAOW and some arent.
For example, the string "ammo is full" is missing if you are not the host.
As is the sound for collecting a powerup.
And the sounds "Harvester Under Attack" and "Turret Under Attack" (at least I am 99% sure that these do play if you are the host)

What I am trying to do is to build up a complete list of all the sounds and text strings that are missing if you have bhs.dll and are on a server without SSAOW installed and are not the host. So, if you know of anything for my list (or know if the "under attack" sounds should be playing for everyone), do let me know so it can be fixed. (or at least I can try to fix)