Subject: Core Patch 2 Official Announcement and BHS updates
Posted by jonwil on Tue, 05 Apr 2005 03:56:48 GMT
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A little bit of bad news
I cant make the infantry hurt/pain sound play on the client.
Basicly, what happens is that when the infantry damage related code runs, it says "Have I been damaged" and if it has, it goes into the code to do the pain sound etc. If the code doesnt detect that it has been damaged, it doesnt go into the pain sound code.
Problem is, on the client, it doesnt recognize it has been damaged at that point in the code (like the cargo plane object not existing on the client at the time the cargo plane sound plays). Like the cago plane sound, this would require source code access to fix (or alternativly a HUGE amount of effort).

Both the death sound and powerup collect sound do work though.