Subject: Re: Sounds ingame
Posted by Zion on Sat, 03 Feb 2007 01:23:27 GMT

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The sounds are in client always.dat files.

Some are mp3 (music) but most are wav.

You can use the console commands, snda, sndp and sndt to play the file once to all players, team players and specific players and musica and musicp to repeat the file over and over to all players and specific players untill nomusica or nomusicp is 'heard' by the FDS.

You can also call these from the client but unless you're the host it will not work.