Subject: Sound for Ion/Nuke beacon
Posted by ChaoticWarrior on Sun, 03 Apr 2005 09:37:35 GMT
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I have a small problem. For a while now I get no beeping sound when someone places a beacon.
I still get the countdown, so I know how long until it goes off. But without the audible beep that
gets stronger as you get closer, it can be very hard to find. What do I need to do to fix this. Thank
You in advance for your help with this matter.

-CW

Subject: Sound for Ion/Nuke beacon
Posted by Jzinsky on Sun, 03 Apr 2005 21:52:53 GMT
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Have you actually found one and definately knows it's not beeping? I'm just making sure it's not a
case of you've been absolutely nowhere near the beacon...

Subject: Sound for Ion/Nuke beacon
Posted by ChaoticWarrior on Mon, 04 Apr 2005 01:15:22 GMT
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LOL. Of course many many times. As I said it has been like this for awhile now. So does anyone
have any ideas?

Subject: Sound for Ion/Nuke beacon
Posted by Renx on Mon, 04 Apr 2005 02:50:47 GMT
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Reinstalling should deffinitely fix the problem. I don't know the actual file name of the beep to give
you though.

Subject: Sound for Ion/Nuke beacon
Posted by IRON FART on Mon, 04 Apr 2005 05:19:45 GMT
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RenxReinstalling should deffinitely fix the problem. I don't know the actual file name of the beep to
give you though.
In this case, I don't think a reinstall will help. If the .wav file is in always.dat (or always2.dat) then
the installer will see that those two files are present, and won't make any changes to tha
always.dat. So basically you'll be stuck with the same problem.

Before you do anything, check that there aren't any other .wav files in your \Data directory. If there are, post their names.

If there are none, uninstall and then reinstall.