Bombing sound fix :: [mohaa\_rox](http://www.mohaaaa.co.uk/phpBB2/profile.php?mode=viewprofile&u=201)  
------------------------------------------------------------------

*If you have used my bombing tutorials before, this tutorial shows you how to fix the sound to make it more accurate.*

Remember using one of my bombing tutorials? Remember that the sound wasn't too good? Well, this tutorial (actually not really a tutorial) will show you how to make it as accurate as possible like the original game.

Ok, first open notepad or other editors. Copy this and save it as a tiki in "main/models/sound/yourmapname/":

TIKI

setup  
{  
path models/fx/dummy  
skelmodel dummy3.skd  
}

init  
{  
server  
{  
classname ScriptModel  
rendereffects +dontdraw  
notsolid  
}  
client  
{  
settiki none  
aliascache bombticking sound/items/Item\_BangaloreAssemble\_01.wav soundparms 1.05 0.2 0.95 0.1 800 4000 weapon loaded maps "yourmapname"

aliascache tick sound/items/Item\_Timer\_01.wav soundparms 1.05 0.2 0.95 0.1 800 4000 weapon loaded maps "yourmapname"  
}  
}

animations  
{  
idle dummy3.skc  
}

Green parts are things you need to change. Good. Now open up your script. See this part:

$bomb playsound explosive  
$player loopsound bombtick  
$player stopwatch 10  
wait 10  
$player stoploopsound bombtick  
$bomb playsound explode\_tank

Change it to:

$bomb playsound bombticking  
$player loopsound tick  
$player stopwatch 10  
wait 10  
$player stoploopsound tick  
$bomb playsound explode\_tank

Where bombticking is the name of the sound in our tiki and tick is the name of the sound in our tiki.

Now open your precache script, or make one, and add this line:

cache models/sound/yourmapname/tikiname.tik

Good. That's all you need to know. Read jv\_map's [ubersound](http://www.mohaaaa.co.uk/mohaa/tutorials/ubersound.php) work around tutorial for more information.

Need any help : Ask in the [Forum](http://www.mohaaaa.co.uk/mohaa/forum/index.php)