

ET: Legacy Development - Feature #1215

Implement cg_announcer and b_shovesounds CVARs

01.03.2019 16:55 - Bystry

Status:	New	% Done:	0%
Priority:	Low		
Assignee:			
Category:	Mod CGAME		
Target version:	2.77		
OS:		Arch:	
Description			
Add option to disable/enable "Fight!", "Allies/Axis wins!" announcer sounds and shove sounds.			
Respective cvars from etpro: cg_announcer and b_shovesounds.			

History

#1 - 01.03.2019 17:31 - Spylhawk

- Category set to Mod CGAME
- Priority changed from Normal to Low
- Target version set to 2.77

Idea: use a generic client cvar to disable all optional and cartoonish sounds effects (shove, goat sounds, etc.).