
No sound for some cars

Geschrieben von Oggmeista - 24.03.2019 11:02

I am not sure this is the right section to post this, i don't really know any German, but i have had a problem since joining of not hearing some car engines.

First I need to know and ask if there are any differences between the DVD version and the steam version, I am a retro returning player and as such I have the original DVD version and am wondering if these issues are caused by difference in content between the 2 versions?

I have done a re-installation 2 or 3 times now and still no engine sounds for some of the cars..instead of re-installation, can i redownload all the car mods and not the tracks, as it takes days to redownload and install everything

If so how can i do this?

Also I sometimes find a server passworded and locked, i have managed to find out that the password is on teamspeak, but currently i have no mic, is there any way of finding out passwords, or are these events only by invite only?, could someone explain....thanks

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Aw: No sound for some cars

Geschrieben von DerOlf - 24.03.2019 12:19

Hello Oggmeista .. welcome to ABB :)

if a server tagged with "altbierbude" is passworded, it is an event going on there. Usually you'll find these passwords on the day of the event underneath the Announcment of the Event on www.altbierbude.de.

If the password is spread via teamspeak, then its most likely the Setup & Drivng Guide.
This event uses Teamspeak ... so the passwords are only passed via TS.

Some drivers start private sessions too (dedicated GTL-server with connection to GTL-Lobby). You'll need to know these drivers in order to get their password ;)

the sounds of the cars should all be there, as long as you have downloaded the complete ABB-GTL-content.
If some sounds are missing, then some files are missing or corrupted.

Please use the albierrbude autoupdater to keep your installation updated.

Hope i could help

regards
Olaf

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Aw: No sound for some cars

Geschrieben von rdjango - 24.03.2019 14:00

Hello oggmeista,

welcome to ABB :) To drive here with all content you have to use the autoupdater.

Have a look at this thread, there you will find instructions and a download adress for the most content (post byagm).
Afterwards the autoupdater dont need lot of time to do the rest.

http://www.altbierbude.de/component/option,com_fireboard/func,view/Itemid,99/catid,43/id,96873/
greetz

rdjango

Edit: if you have got all content and it doesn't work you can try a reinstall inside the autoupdater. This will take ca. 1 hour or so. You never have to download the whole content a second time B)

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Re:No sound for some cars

Geschrieben von Oggmeista - 25.03.2019 18:24

hi ty for responding, and welcome message, though if you look i prob "joined" before just about anybody currently playing...p

I think something has been lost prob in translation, because as I mentioned above i have tried reinstallation multiple times now...what exactly does the re-installation process do?, integrity check verification?, Well anyway i was wondering if i would be able to download the files (cars) with the problems manually?, I have a feeling the download itself is the problem, not the installation process

Also this would mean saving a "LOT" of time, as i understand it, it is the tracks which take a long time to dload and install, and my problem appears to be wit only with the car sounds..

thx you again danke ...

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Aw: Re:No sound for some cars

Geschrieben von MichaW - 25.03.2019 19:01

Hiho,

if the various new installations didn't solve the problem, then it will be hard...any content in your installation that isn't from the Altbierbude?

You can manually download and reinstall any car with sound problems under Downloads (top left on the homepage). Even if that doesn't help, no idea...

Glück auf!

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Re:No sound for some cars

Geschrieben von Oggmeista - 27.03.2019 15:41

Ok the problem is resolved :) ...i had 33 vechiles with no sound after dloading the files i now have 3, 1 of the Abarths, and ias rememebr 2 bmw,s i'm guessing this is because these mods are defunkt and no longer in use?, I unzipped the files and overrighted the installed game folders, and not the backup zips..

So i'm wondering when a new track or car mod is released, or i need to do a re-installation, won't the updater use m,y old data to re-install incorrectly and thus bring back the issue?, So i believe i need to install these updated zip files to the reserve folder as well?. as currently i just installed the unzipped folders over the existing game content and as i said i now have just 3 error files and not 33 before i did this...B) ..

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Aw: Re:No sound for some cars

Geschrieben von rdjango - 27.03.2019 18:01

Hi,

in the autoupdater menu command theres a point - in german - : Archiv aufräumen. Maybe in englisch

clear archive or similiar. This may help. ;)

rdjango

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