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Subject: How to enable tracked vehicle sounds

Posted by [Fabian](#) on Wed, 04 Aug 2004 18:44:55 GMT

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It's really not fair to compare them...

It's not like vehicles that were made in the war factories can go over the water. In Reborn, all vehicles are made from the same place, yet only specific ones are supposed to be able to dive below the surface of the ground.

If it were up to me, I would have just made a preset tunnel network for maps. It takes out the element of surprise, but it's better than the insta-dig they have now.

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