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Subject: Re: Stank sounds

Posted by [Dr. Lithius](#) on Tue, 24 Jan 2006 23:04:09 GMT

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Heh, at first, I didn't know what he was talking about. Then I thought I grasped that he was saying people could replace the tank's "idle" sound with a very noticable, loud sound and it would ensure the tank was spotted instantly. Well, to test this theory, I took an old YTMND.com sound clip -- Space Jam's "Slam Jam" song mixed with a song called "Hybrid song 2:20" by Quazar of Sanxion(which is used in pretty much all the "Super Slam!" pages), loudened it, then plunked it in my Data folder as the appropriately-named file. After this, I hopped on to NoN00bs.net's server 2 where Nod was kicking ass and taking names, waited by the entrance on GDI side of Field, and sure enough... I heard a speed-warped version of "Slam Jam Hybrid" from around the corner, signally the arrival of a Stealth Tank.

I guess this could be used as some form of exploit or cheat, but is it really worth all the trouble to put it on the "no-use" list for Renegade? How often is this going to come up, really? I mean, don't most of us, as Infantry, get squished even after the tank coming anyway? I know I do, usually 'cause I can't figure out which direction it's coming from and that it moves faster than I do.

Still. I'm rather neutral. In the meantime, I think I'll keep playing "Slam Jam Hybrid" as my Stealth Tank sound. It's funny to go toolin' along the roads in City hearing that song looped and sped up like crazy. Kekekee!

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