
Subject: Re: Renguard vs sound files + advantage skins
Posted by [JohnDoe](#) on Mon, 12 Mar 2007 16:48:57 GMT
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It's the beep...beep...beep...beep sound...now just imagine that thing 10 times louder. Basically, go to the stop between ref and bar (about 30 seconds in your video), now add 6 Nod tanks rushing your base and the whole GDI team shooting them...at this point you'll still hear the beeping sound loud and clear.
