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Subject: Re: Renguard vs sound files + advantage skins

Posted by [Javaxcx](#) on Sat, 24 Mar 2007 16:08:18 GMT

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Ralphzehunter wrote on Sat, 24 March 2007 03:20I don't see why you're crying about keeping a sound for your stealth tank.. Its not like its keeping you from having any other sounds and if you have ever heard of the stealth sound that we were talking about, you'd know what we were talking about. It basically takes the stealth out of the stealth tank, as you can tell whenever a stank is anywhere near you. I just tested it out, you can hear a stank from one bridge to another on islands.. Kinda defeats the purpose of the stealth part of a stealth tank.

I honestly don't see why you guys are bitching about having to remove one sound from your data folder.. I doubt it will kill you, and the sound file is being used by some people as a cheat to know whenever stanks are around. If you really think that they should be allowed because you have one legit stank sound then I guess RG should also allowed modified objects files because there are some legit ones out there that aren't cheats.

What you fail to understand is that I don't care about your little uninformed crusade here. The only reason you could claim a custom sound would make a stealth unit or beacon 'louder' isn't what the volume of the .wav file is. It's the frequency of the sound juxtaposed against the sounds that you are used to that could ever be interpreted the way you're saying. We choose to play the Hockey Night in Canada theme for our stealth tanks because it's fucking hilarious to participate in an attack comprised of 4 or 5 stealth tanks bellowing the same tune. It's equally hilarious when you respawn in a game only to hear the twinging tune followed by the UAV telling you that your base is no more.

What you are saying is that this is cheating. I would tell you that it in fact is not, and is nothing more then harmless fun being added to the game. I would go further and tell you to fuck yourself as well for continuing on with this meaningless campaign as if it were a solution to all the times you've lost a stealth tank or had a beacon found out. I would reckon, again, it is because you suck and not the case in which the other player has some kind of veiled advantage.

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