
Subject: Re: Renguard vs sound files + advantage skins
Posted by [Deathgod](#) on Sun, 25 Mar 2007 08:06:37 GMT
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Renx wrote on Sat, 24 March 2007 22:54As mentioned above, louder sounds do NOT mean you can hearstealth tanks from farther away. There is a set distance or which you can hear stealth tanks, and no matter how loud they are you will not be able to hear them from farther away unless you are also running an objects.ddb modded so that you can hear stankd from a increased distanced. Anyone with half a brain can already hear the default stank sound from within the default distance, so making it louder will not provide a significant distance.

As a mentioned before, I think an appropriate compromised would be to either add sounds puremode and allow for mods to force puremode on specific players, OR to allow server owners to specify which files to block. An outright ban on certain sound files would be unfair to everyone.

Hey, that sounds like what I was getting at.
