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Subject: Re: Renguard vs sound files + advantage skins  
Posted by [Deathgod](#) on Sun, 25 Mar 2007 18:13:52 GMT  
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JohnDoe wrote on Sun, 25 March 2007 11:23

So basically you're saying that the file extension and not the effects determine if it's a cheat?  
Sorry, but that's the most retarded shit I've heard in the course of this thread.

You must be forgetting all the shit you've posted.

He's right, though... if you don't change objects.ddb the effective radius of the sound won't change at all. You'll just instantly hear it once you're within the radius instead of hearing it slowly build as the tank approaches. You can hear the default stealth tank engine and also spot them from a large distance if you've got good eyes as it is.

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