
Subject: Re: Renguard vs sound files + advantage skins

Posted by [Goztow](#) on Sun, 25 Mar 2007 18:57:40 GMT

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Deathgod wrote on Sun, 25 March 2007 20:13JohnDoe 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.

Can you watch the freaking video that was posted before continuing to spit your crap?

If that video doesn't show that some stank sound replacements are a cheat, then I donno what u need.

I proposed before that it should be up to the server owners to decide which files can be used but apparently this is harder technically. hence blocking all stank sound replacements seems the best option to me as well. It's not perfect but it's way better option than to let people continue to cheat with these retarded sound replacements.
