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Subject: Re: Renguard vs sound files + advantage skins  
Posted by [Deathgod](#) on Sun, 25 Mar 2007 19:12:46 GMT  
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I did watch the video and it supports my point because as I have been stating: it doesn't change the distance you can hear the sound at, just the intensity. You could crank up the regular stealth tank engine sound 10x and hear it just the same, or change any number of other sounds that fade with distance to minimize the fade effect. You can hear the tank from about the same distance you can see it at, so I can't really imagine this 'cheat' being of help to many people. Calling it as such is a tenuous statement at best, and including it in puremode is a sensible solution to the problem since it would be a per-server option, not a forced option on the entire Renguard-using populace.

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