
Subject: Re: Renguard vs sound files + advantage skins
Posted by [JohnDoe](#) on Mon, 26 Mar 2007 07:27:46 GMT
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Blazer said blocking those cheat sounds is no problem at all, so that's a moot point. This isn't about short ranges, this is about medium ranges. The video clearly shows that it's virtually impossible to make out a stank while simply sitting in a medtank...you don't even have to add shots and explosions...with the augmented sound even those wouldn't let you ignore the stank.
