
Subject: Re: Nod Stealth Sound
Posted by [AoBfrost](#) on Sun, 23 Sep 2007 20:54:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Impossible, I spent a long time looking in always.dat and all vehicles have 3-4 sounds, start, idle, stop, and firing. There's no specific sound for cloaking, not even for the sbh.
