Subject: Re: Nod Stealth Sound
Posted by Spice on Mon, 24 Sep 2007 21:42:41 GMT

Yrr wrote on Mon, 24 September 2007 14:31AoBfrost wrote on Mon, 24 September 2007 15:38Fake.

There is no .wav for the stealth itself.
There is no way to make sanks or sbh use the sound unless it is recoded.
Clientside mods cant be coded to much, or too different than what other players use or else it wont show the server list.

Then again I may be wrong, post it then, and proove me wrong. I would like to use this instead then.

But then Why am i listening to a person who just starting renegade and joined the modding community?

Client-side modifications are easy. Resurrection adds exactly the stealth sound you are talking about. There is no way to do that server-side or without modifying the client's code.

Do you think you can write a script to make the stealth sound only when the vehicle starts to turn invisibiel? One which I can apply to a vehicle?

I'd luv u long tiem.. xoxox Spice