
Subject: Re: [Sound] Harvester Engine
Posted by [renalpha](#) on Fri, 04 Jun 2010 13:44:37 GMT
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Goztow wrote on Fri, 04 June 2010 13:26Kimb wrote on Tue, 01 June 2010 18:28Well, if you can have louder noise, example footsteps, LOUD ONES, wouldent that be a adv./cheat? Some people might think so.

Loud stank sounds are most certainly a cheat because they allow you to spot a stank when normally you couldn't. So that would be what I call a significant advantage.

However, making the sound of the c130 louder wouldn't be a significant advantage IMO because tbh: how often do you get killed by it??? Same for the harv. Yes: the word significant is open for interpretation.

but.... you do would be able to hear if people where buying tanks and so on. seems like a advantage to me.
