
Subject: Nod Artillery "reload" sound missing
Posted by [icedog90](#) on Sat, 01 May 2004 02:03:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've noticed a lot that the Nod Mobile Artillery lacks the "reload" sound. It definately uses it, because every once and a while you'll hear a "reload" sound from the artillery. This happens even if there is absolutely nothing going on in the battlefield. I'd like to see a fix for this bug also.
:biggrin:
