
Subject: Rene cloaking sound
Posted by [dirtycop](#) on Sun, 07 Jun 2009 07:04:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Does anybody know what the name of the cloaking sound used by sbhs is ?

Subject: Re: Rene cloaking sound
Posted by [ErroR](#) on Sun, 07 Jun 2009 08:29:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

c&c cloaking.wav

Subject: Re: Rene cloaking sound
Posted by [dirtycop](#) on Sun, 07 Jun 2009 09:06:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hmm i already tried that, it doesn't work ingame for me.

Subject: Re: Rene cloaking sound
Posted by [ErroR](#) on Sun, 07 Jun 2009 09:13:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

it's that preset in level edit, but are you sure there is this sound in game?

Subject: Re: Rene cloaking sound
Posted by [dirtycop](#) on Sun, 07 Jun 2009 09:21:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

No i'm not sure, that's why i asked here.

Subject: Re: Rene cloaking sound
Posted by [dirtycop](#) on Sun, 07 Jun 2009 09:29:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

sorry for double post, browser is acting up

Subject: Re: Rene cloaking sound
Posted by [ErroR](#) on Sun, 07 Jun 2009 09:31:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

i just checked and there doesn't seem to be a sound at all

Subject: Re: Rene cloaking sound
Posted by [Veyrdite](#) on Sun, 07 Jun 2009 09:41:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Resurrection enables both the cloaking and uncloaking sounds. Don't know their preset/file names though.

Subject: Re: Rene cloaking sound
Posted by [dirtycop](#) on Sun, 07 Jun 2009 10:39:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

Oh, rr does indeed enable the cloaking sounds, thanks Dthdealer

Subject: Re: Rene cloaking sound
Posted by [ArtyWh0re](#) on Sun, 07 Jun 2009 11:08:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

The file is amb_nod_stealth.
Thats the sound when you first buy the sbh and then the sound plays 4 seconds later.

Subject: Re: Rene cloaking sound
Posted by [renalpha](#) on Sun, 07 Jun 2009 15:36:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

download the tiberium-planet gamerspack.

it has the cloaking on stealth tank
www.tiberium-planet.com

Subject: Re: Rene cloaking sound
Posted by [Jeroenganges](#) on Sun, 07 Jun 2009 16:07:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

I seriously want the cloack/uncloack sound from C&C3. As it is much nicer. (animation from C&C3 would be nice too lol)

Subject: Re: Rene cloaking sound
Posted by [Tupolev TU-95 Bear](#) on Sun, 07 Jun 2009 16:23:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

I thought CnC3 never had a cloak sound
And the stelaht is a good idea but hard to sport in team GDI tho

Subject: Re: Rene cloaking sound
Posted by [Jeroenganges](#) on Sun, 07 Jun 2009 16:37:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

I mean the animation for cloack/uncloack.

Subject: Re: Rene cloaking sound
Posted by [Tupolev TU-95 Bear](#) on Sun, 07 Jun 2009 16:39:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

oh hehe

Subject: Re: Rene cloaking sound
Posted by [Jeroenganges](#) on Sun, 07 Jun 2009 16:57:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

But I don't think there's any way to make that. :')

Subject: Re: Rene cloaking sound
Posted by [Tupolev TU-95 Bear](#) on Sun, 07 Jun 2009 17:10:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Think again

You might wanna ask the APB dev team as they might of created the stealth effect for the phase tank that looks like the CnC3 stealth cloak

Subject: Re: Rene cloaking sound
Posted by [Jeroenganges](#) on Sun, 07 Jun 2009 17:31:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Lawl, I thought the W3D engine wouldn't support it.

Subject: Re: Rene cloaking sound
Posted by [slosha](#) on Sun, 07 Jun 2009 18:33:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

ooo new cloak sound would be nice.. some1 release some

Subject: Re: Rene cloaking sound
Posted by [ErroR](#) on Sun, 07 Jun 2009 19:11:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

rick roll cloack sound

Subject: Re: Rene cloaking sound
Posted by [Tupolev TU-95 Bear](#) on Thu, 11 Jun 2009 04:11:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

---EDIT---

There is a stealth sound in CnC3
you can here it from the nod harvesters or the commando or the stealth tank

Subject: Re: Rene cloaking sound
Posted by [Jeroenganges](#) on Thu, 11 Jun 2009 05:50:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

goliath35 wrote on Wed, 10 June 2009 23:11---EDIT---

There is a stealth sound in CnC3
you can here it from the nod harvesters or the commando or the stealth tank

Tell me something I didn't know. ^^
