
Subject: [Sound] Harvester Engine

Posted by [ArtyWhore](#) on Mon, 31 May 2010 10:54:54 GMT

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Have you been run over by the enemy harvester enough
that you want to kick it's ass?

This sound pack slightly loudens and changes the engine
sound for the Harvester.

The sound used is what I suspect was the original.

Enjoy

File Attachments

1) [Harvester Engine Sounds.rar](#), downloaded 319 times

Subject: Re: [Sound] Harvester Engine

Posted by [Kimb](#) on Mon, 31 May 2010 14:30:37 GMT

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HAX! cool

Subject: Re: [Sound] Harvester Engine

Posted by [Sean](#) on Mon, 31 May 2010 18:40:17 GMT

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Orca234 wrote on Mon, 31 May 2010 05:54
Have you been run over by the enemy harvester
enough
that you want to kick it's ass?

This sound pack slightly loudens and changes the engine
sound for the Harvester.

The sound used is what I suspect was the original.

Enjoy

inc advantage skin trolls.

Personally, I wouldn't use it tho. I kinda like the sound of it and lol when it runs me over
gj anyways.

Subject: Re: [Sound] Harvester Engine
Posted by [zeratul](#) on Tue, 01 Jun 2010 01:49:28 GMT

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that kinda sounds like the vehs from SOF

Subject: Re: [Sound] Harvester Engine
Posted by [Goztow](#) on Tue, 01 Jun 2010 06:30:35 GMT

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One could call it an advantage sound but seriously, how often have you been run over by the harv in your last 10 games?

Subject: Re: [Sound] Harvester Engine
Posted by [Kimb](#) on Tue, 01 Jun 2010 07:27:23 GMT

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Goztow wrote on Tue, 01 June 2010 01:30One could call it an advantage sound but seriously, how often have you been run over by the harv in your last 10 games?
This ia almost like BB, you dont notice it until its gone (if its not getting announced) Should be a so called "cheat" too...

Subject: Re: [Sound] Harvester Engine
Posted by [Reaver11](#) on Tue, 01 Jun 2010 08:26:34 GMT

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Kimb wrote on Tue, 01 June 2010 02:27Goztow wrote on Tue, 01 June 2010 01:30One could call it an advantage sound but seriously, how often have you been run over by the harv in your last 10 games?

This ia almost like BB, you dont notice it until its gone (if its not getting announced) Should be a so called "cheat" too...

Please take that elsewhere.

Fine that you have something against goztow for his cheat description.

The modrelease section is already near dead and you want to create more drama to kill it earlier?

@Orca: Nice find I came accros those too some time ago.

As far as I can tell they are the original sound.

Though the only movie in the ren beta style already contained the last harvester version.

Subject: Re: [Sound] Harvester Engine
Posted by [renalpha](#) on Tue, 01 Jun 2010 08:56:57 GMT

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if someone calls this a cheat, then he should be called a n00b.

funny that you made this though, tells me a lot about you.

Subject: Re: [Sound] Harvester Engine

Posted by [Kimb](#) on Tue, 01 Jun 2010 16:28:56 GMT

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Reaver11 wrote on Tue, 01 June 2010 10:26Kimb wrote on Tue, 01 June 2010 02:27Goztow wrote on Tue, 01 June 2010 01:30One could call it an advantage sound but seriously, how often have you been run over by the harv in your last 10 games?
This ia almost like BB, you dont notice it until its gone (if its not getting announced) Should be a so called "cheat" too...

Please take that elsewhere.

Fine that you have something against goztow for his cheat description.

The modrelease section is already near dead and you want to create more drama to kill it earlier?
Nah, not trying to kill anything. I got basicly nothing against this, but from what ive seen (read), people call BB cheat/Adv. because you can see if something gets damaged even if its not announced. Well, if you can have lounder noice, example footsteps, LOUD ONES, wouldent that be a adv./cheat? Some people might think so.

Subject: Re: [Sound] Harvester Engine

Posted by [ArtyWh0re](#) on Tue, 01 Jun 2010 16:50:54 GMT

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renalpha wrote on Tue, 01 June 2010 03:56if someone calls this a cheat, then he should be called a n00b.

funny that you made this though, tells me a lot about you.

Nice comment

Subject: Re: [Sound] Harvester Engine

Posted by [renalpha](#) on Thu, 03 Jun 2010 17:08:34 GMT

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in a nice way..

You actually come up with funny posts.

in a less nice way...

i lolled because you get run over by the harvy every damn time.

please pick an option. i recommend the 1st. thats the one i ment.

Subject: Re: [Sound] Harvester Engine

Posted by [ArtyWh0re](#) on Thu, 03 Jun 2010 21:40:48 GMT

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renalpha wrote on Thu, 03 June 2010 12:08in a less nice way...

i lolled because you get run over by the harvy every damn time.

please pick an option. i recommend the 1st. thats the one i ment.

You would have regained me respect if you didn't type this.

Subject: Re: [Sound] Harvester Engine

Posted by [Goztow](#) on Fri, 04 Jun 2010 11:26:57 GMT

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Kimb wrote on Tue, 01 June 2010 18:28Well, if you can have louder noise, example footsteps, LOUD ONES, wouldn't 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.

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, wouldn't 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.

Subject: Re: [Sound] Harvester Engine

Posted by [Goztow](#) on Fri, 04 Jun 2010 14:03:47 GMT

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Didn't think of that . Would need testing. So maybe a bad example .

Subject: Re: [Sound] Harvester Engine

Posted by [Hypnos](#) on Wed, 16 Jun 2010 17:08:44 GMT

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I like it.
