Subject: How to enable tracked vehicle sounds
Posted by Slash0x on Mon, 02 Aug 2004 00:52:18 GMT
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Dus the clearification in the next post by SeaMan...
SeaManThis was first implemented in RenAlert, discovered by NeoSaber.
Since there was no public info on this, I had to rely on my own and narrow down possibilities until the correct one was found.
I've tried to implement them ages ago, but with no much of success. The sounds worked but they would cause the game eventually to crash.

Neosaber's head should be swealing after this topic is over.