
Subject: Re: Stank sounds

Posted by [Goztow](#) on Wed, 25 Jan 2006 15:24:21 GMT

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Spoony wrote on Wed, 25 January 2006 09:56Blazer wrote on Tue, 24 January 2006 19:58You can still only hear the sound when the tank gets close to you (I think 50 "meters"?). You are better off spraying random fire with your pistol or minigun to spot stealth units
uh, if you're in an APC or med on Islands and you have stank sounds, it is physically impossible for a stank to get past you without you hearing it (don't tell me that's fair), even if it goes the other way. Other examples, you're on the cityfly bridge and stanks go underneath you (or vice versa), virtually any time they're around a corner... it's an unfair advantage, much more so than those bright-ass stealth skins.

Tbh there should be another Renguard mode. Pure mode, Non-pure mode, and No-GayAss-Stealth-Cheats mode which disallows stealth effect and stank engine sounds. I doubt many people will disagree other than those who use them and find them helpful. I think myself, along with a dozen other persons on these forums already made this suggestion and never got heard . Unles something's going on that we're not aware of .
