
Subject: Re: Stank sounds

Posted by [JasonKnight](#) on Wed, 20 Dec 2006 18:40:01 GMT

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I understand what the problem is about sounds making a huge difference, and how skins can make a huge difference, and my may be the only person to do this, but I have been making sounds and using skins that make the game a little more difficult, Since this is a topic about the stealth idel sound, here is the idel sound I use for the stank. Its a tad bit quieter then the normal one, but instad of a high pitch whine, its a now a low pitch rumble.

http://jb.volrathscastle.com/tank_stealth_idle.wav

As for skins, I currently have all dark brown/black cameo for all nod units, infantry and so forth, and all GDI have light brown cameo. The snipers I used to have 1 little spot on them that made them easier to see, on the black hand sniper the goggles where red, like normal, and on dead eye his leg patch was red. saks has dark colors, and the havoc is in the XCOM dark blue skins.

I think the standard skins are too easy to play with, expecially if your fighting NOD, all those Bright reds, Blahh
