
Subject: Re: Sour Egg Releases NoFear
Posted by [Blazer](#) on Tue, 23 Jan 2007 06:26:57 GMT
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JohnDoe wrote on Mon, 22 January 2007 12:23 You'll always see a C4 sticking out inside a building, because you should have like every edge of the structure memorized...I can't remember the last time I got blown up from a C4 that I overlooked. Bright C4 may give a slight advantage (if C4s kinda stick inside a vehicle and those are hard to disarm anyway), but to say that they're worse than glowing Snipers, glowing Stanks and the Stank sounds makes you sound like someone without a clue.

BTW: You said that Stank sounds give no advantage when Spoony first brought it up.

You misunderstood. I said that the bright C4 was more of an advantage than nofears display of the char/weapon that killed you (you know, the actual topic of this thread).

Yes I did initially believe that stank sounds were no advantage, until I actually tried it and discovered how well the sound travels. Expect RenGuard 1.04 to block modified stank idle sounds...actually I could probably implement it right now.
