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Subject: Re: Sour Egg Releases NoFear  
Posted by [msgtpain](#) on Sat, 27 Jan 2007 01:43:33 GMT  
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Blazer wrote on Fri, 26 January 2007 16:21 That's what I thought too at first but then I tested a sample "cheat" stank idle sound and it was indeed easy to hear from far away. Makes it hard to run over people who are using it

Maybe it's my sound card... but I can hear stanks just fine with the default sound.. It is quite rare that I'm distracted enough to be run over by one.. I can always hear them long before they come close to me.

In fact, when I'm sniping on City Flying, I can always hear a stank rush coming through to the weaps.. sounds like a swarm of bees near by..

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