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Subject: Re: Renguard vs sound files + advantage skins

Posted by [Javafx](#) on Sun, 25 Mar 2007 00:00:39 GMT

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I have already satisfactorily responded to your poorly drawn up conclusions about this topic. They fail to deliver on the grounds that you scrubs have no conception on how these sounds operate; a little tidbit of information you've clearly taken with a grain of salt strangely. Now, it simply empty rhetoric on your part, and witty quibs on our's.

Frankly, the stupidity and slow wittedness of your current thought process leaves little to be desired in an actual gameplay situation. If you don't see an inherent problem with someone say, shooting your stealth tank from accross the map because you suspect they can hear you, I hardly think anything short of direct intervention by StiffyBoot™ is called for. You apparently think otherwise. Thank God you're not on the design team or this game would have already been six feet under. I suggest you stop wearing diapers and grow up, because what you purpose has an adverse effect an law abiding and honest gamers like myself and Deathgod.

Or perhaps you could get off your arse and make your own version of rengaurd and run it on your insignificant servers the way you would like to?

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