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Subject: Re: Nod Stealth Sound  
Posted by [AoBfrost](#) on Sun, 23 Sep 2007 15:01:50 GMT  
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Thats what I said, i might actually spend time doing this to see if i can get it to work.

1337 got it to work

the startup is nearly silent, but replacing it with the sound from cnc3 it works ingame when starting up, i cant make it go stealthed then play the sound, but startup usually you do go into stealth mode. 1337

replace

tank\_stealth\_start.wav with your own  
tank\_stealth\_stop.wav if you wanna change it's turn off sound  
tank\_stealth\_idle.wav for changing the loop were all used to.

tank\_stealth\_cloak.wav uses the tiberium sun cloaking sound, so if you want to use that, rename this file to tank\_stealth\_start.wav

I reccomend using the sound I posted, it works the best, I switched to using it since it is alot better, also rename it to tank\_stealth\_stop so it plays when it becomes unstealthed/turned off. It seems unreal for it to not play the clock/uncloak sound when turning off.

### File Attachments

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1) [tank\\_stealth\\_cloak.wav](#), downloaded 207 times

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