
Subject: Re: SBH

Posted by [ArtyWh0re](#) on Mon, 26 Jan 2009 13:17:42 GMT

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Gen_Blacky wrote on Sun, 25 January 2009 16:07 advantage sound now that's new
For my Stealth Tank I have replace the "getting in" an "getting out" sounds with the cloacking
sound from C&C95.

so when an enemy gets out of a Stank behind a building in my base I can hear it when I should
not be.

Will the TT patch fix this?
