
Subject: Re: Some RUINED Sound files....

Posted by [Reaver11](#) on Tue, 01 Sep 2009 10:29:41 GMT

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Yes there is a harvester engine sound it is used by the ssm launcher but well I doesnt sound like a heavy truck engine. As with all of the skipped stuff there is a reason for it.

If you really want to hear about old stuff you should listen all the tutorial sounds. It states the agt was playercontrolled and there was info about a constructionyard. They even explain that the current buildings in the tutorial maps are dummy buildings and the real ones in the field are bigger. (The dummy buildings are the current mp buildings without elevators)

I believe these are the tutorial sounds (Use Xcc mixer) ->
mtudsgn_dsgn etc.
