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Subject: Nod Arty sfx skew

Posted by [UnitXc](#) on Thu, 11 Feb 2010 11:10:37 GMT

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hey peeps, im trying to change the sound of the nod artillery.

now i know that the artillery uses the same sound effect as the nod light tank.

but, the arty adds an effect to the sound to make it different to the light tank, i need to know what it does to the sound so i can make the appropriate changes to the original sound so it plays normally when fired from the arty.

if anyone can find code for this or something like that, thatd be fab

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