
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sun, 11 Sep 2011 06:42:33 GMT

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I've rigged the beta Light Tank. I've also taken the liberty of changing the season and atmosphere. It is now overcast with very light snow flurries. I think it fits the level more, and gives a better feel to the environment.

I've also added the C&C95 AGT sound. I also replaced the tank cannons with the equivalent TD cannon sounds, except mine are noticeably higher quality so they'll sound very similar. I ran a filter on the lows to bring them out, increased the decibels, and brought out the highs to they really "punch" more when they fire. And no longer will the Artillery sound like a higher pitched Light Tank. It has its own unique sound that it had in C&C95. I have the source sound files for a lot of the sounds that went into C&C95, so I've been using those in Fjord a lot. The cannons, birds (I bet some of the nitpicky folks can tell me what TD video the bird sounds come from), Tiberium sounds, etc... It makes it feel more immersive.
