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Subject: Re: Missing Sounds

Posted by [Prulez](#) on Tue, 20 Sep 2011 22:25:34 GMT

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StealthEye wrote on Wed, 21 September 2011 00:21 Sounds are not cheat-checked as far as I know, and therefore they should work. Imo, these sounds should indeed be part of the patch. We have had this discussion internally but I do not remember coming to a conclusion.

Lets say I create a sound of Rick Astley and apply them as the Stank Motor sounds. That means if I hear Rick Astley singing like 5 times simultaneously as GDI on City Flying; I know it's time to raise some shields.

I could also attach Tunak Tunak Tun to a sound of the SBH, for instance.

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