Subject: Re: Ion Cannon plays 3D sound when deploying, nuke plays 2D sound when deploying Posted by Jerad2142 on Tue, 18 Apr 2017 17:07:59 GMT View Forum Message <> Reply to Message

Both should be 3D, makes it easier to locate them (unless its 2d, then you just know you're close but don't know what direction).

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums