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Subject: Re: Ion Cannon plays 3D sound when deploying, nuke plays 2D sound when deploying

Posted by [dblaney1](#) on Wed, 19 Apr 2017 17:09:26 GMT

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Gen\_Blacky wrote on Tue, 18 April 2017 12:46I never noticed that. Make sense why I can never find the nod beacon lol.likely a mistake but very possible they did it on purpose.

We are talking about the planting sound, not the beeping sound once its deployed.

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