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

Posted by [Jerad2142](#) on Wed, 19 Apr 2017 19:19:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

dblaney1 wrote on Wed, 19 April 2017 11:09Gen_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.
Yeah, the nod plant sound sticks out like a sore thumb.
