
Subject: Nod Artillery "reload" sound missing
Posted by [Aircraftkiller](#) on Sat, 01 May 2004 05:14:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's not missing on the Artillery, the camera range is just beyond the cannon reload sound.

Try looking up so that your view is jammed into the Artillery and then hit R, you'll hear it. It's not a bug.

MRLS totally lacks its reload sound, we'll be adding that back into the game with a rotating turret.
