
Subject: Nod Stealth Sound

Posted by [Spice](#) on Sat, 22 Sep 2007 17:30:32 GMT

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

Does anyone know a way to make the stealth tank cloak sound work when the tank completely turns invisible?

Thanks in advanced.

Subject: Re: Nod Stealth Sound

Posted by [AoBfrost](#) on Sat, 22 Sep 2007 17:33:55 GMT

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

No, the stank doesnt use a stealth sound when it cloaks, it just has a single wav file which plays a continuous loop when it is on.

I may be wrong, but i'm pretty sure about it...I would like to use the cnc3 sound for stealth

Subject: Re: Nod Stealth Sound

Posted by [Spice](#) on Sat, 22 Sep 2007 18:24:35 GMT

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

That's my point, it doesn't use the cloaking sound. I want to know if there's a way to make it work.

Subject: Re: Nod Stealth Sound

Posted by [AoBfrost](#) on Sat, 22 Sep 2007 19:16:44 GMT

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

I just said no, it uses 1 .wav file, if you edited it in, you would hear it constantly and not just when unstealthed or going into stealth mode.

Subject: Re: Nod Stealth Sound

Posted by [Tunaman](#) on Sat, 22 Sep 2007 19:26:38 GMT

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

I think that fix is included with Ressurrection... Yrr might know how to fix it.

Subject: Re: Nod Stealth Sound

Posted by [Spice](#) on Sat, 22 Sep 2007 20:03:09 GMT

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

Tunaman wrote on Sat, 22 September 2007 15:26I think that fix is included with Ressurrection...
Yrr might know how to fix it.

Yeah, that's actually what he told me earlier today. I'm wondering what causes it to work and if there is something I can do in level edit to make it work correctly.

Subject: Re: Nod Stealth Sound

Posted by [Yrr](#) on Sat, 22 Sep 2007 20:18:00 GMT

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

No, you cannot make it work without hacking the code.

Subject: Re: Nod Stealth Sound

Posted by [Ryu](#) on Sat, 22 Sep 2007 20:49:35 GMT

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

I demand Spice gets help.

Subject: Re: Nod Stealth Sound

Posted by [AoBfrost](#) on Sat, 22 Sep 2007 22:36:10 GMT

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

I demand he stops, because I doubt it is possible in level edit, you'd probably look for coding someone in the scripts source or in always.dat's sound scripts and mission scripts. I'm not sure, but it might be, say if you found the vehicle script where it shows all sounds vehicles use, you might be able to copy a line from say the nod buggy and change the sound so your own custom sound you add to always.dat, that might work, but I highly doubt it.

Subject: Re: Nod Stealth Sound

Posted by [AoBfrost](#) on Sun, 23 Sep 2007 15:01:50 GMT

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

That's what I said, I might actually spend time doing this to see if I can get it to work.

1337 got it to work

the startup is nearly silent, but replacing it with the sound from cnc3 it works ingame when starting up, i cant make it go stealthed then play the sound, but startup usually you do go into stealth mode. 1337

replace

tank_stealth_start.wav with your own
tank_stealth_stop.wav if you wanna change it's turn off sound
tank_stealth_idle.wav for changing the loop were all used to.

tank_stealth_cloak.wav uses the tiberium sun cloaking sound, so if you want to use that, rename this file to tank_stealth_start.wav

I reccomend using the sound I posted, it works the best, I switched to using it since it is alot better, also rename it to tank_stealth_stop so it plays when it becomes unstealthed/turned off. It seems unreal for it to not play the clock/uncloak sound when turning off.

File Attachments

1) [tank_stealth_cloak.wav](#), downloaded 211 times

Subject: Re: Nod Stealth Sound
Posted by [AoBfrost](#) on Sun, 23 Sep 2007 15:44:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Video in action

And please....dont ask how do you make stealth black hands cloacked, you cant.

[http://s4.photobucket.com/albums/y133/FMAROCKS/?action=view¤t=Stealthc loak.flv](http://s4.photobucket.com/albums/y133/FMAROCKS/?action=view¤t=Stealthc%20loak.flv)

Subject: Re: Nod Stealth Sound
Posted by [Xpert](#) on Sun, 23 Sep 2007 15:51:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Very nice, what made me LOL is you talked to yourself ingame about your stank being white.

Subject: Re: Nod Stealth Sound
Posted by [havoc9826](#) on Sun, 23 Sep 2007 17:38:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

You can also use c&c_cloaking.wav if you want the C&C95 cloak sound.

File Attachments

1) [c&c cloaking.wav](#), downloaded 191 times

Subject: Re: Nod Stealth Sound
Posted by [AoBfrost](#) on Sun, 23 Sep 2007 18:36:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

I would say this is a semi breakthrough in renegade, since most people in the past have said there was no stank sound at all, I sorta did something and made it work, nothing much, so it isnt really a amazing feat, but it is a semi small feat.

Actually i wasnt talking to myself, I planned on having the video full sized, but then forgot photobucket shrinks the video and made it unreadable, so i redid the video with large text

Btw. that stank isnt the one from jelly server mods, I made the skin myself in photoshop, I made my silver SBH, so i decided a stank would look good in silver/white also.

Subject: Re: Nod Stealth Sound
Posted by [got2byoda](#) on Sun, 23 Sep 2007 20:51:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

just to tell all u guys..u can get a sound file so ur stank will play a sound when its fully cloaked and moving around...and a sbh can have t he same sound..just for everyoen to know

Subject: Re: Nod Stealth Sound
Posted by [AoBfrost](#) on Sun, 23 Sep 2007 20:54:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Impossible, I spent a long time looking in always.dat and all vehicles have 3-4 sounds, start, idle, stop, and firing. Theres no specific sound for cloaking, not even for the sbh.

Subject: Re: Nod Stealth Sound
Posted by [Yourlastmemory](#) on Sun, 23 Sep 2007 21:21:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's possible to make a constistant sound, if thats what you mean, but you need a sound that will become longer..The problem is it will eventually end..Oh, and It's Tiberian Sun, Not Tiberium sun. You could try editing it. Level Edit Can, but again, You'll need a sound for it. And You'd need a Cracked game to stop Zero bug in the .ddb File, There's other various ways, but this way you don't usually get ban from a server for it. The "Cracked game" can be also listed as a "No CD Crack", Even though, Already in the game you can play without the CD and the same thing will happen. It will ask you to put in the CD and you hit cancel, same thing with the Actual game. So, Either way you do it, you WILL need a longer sound, To make a skin to make the SBH/STANK

Completely invisible, use a flood fill (black). Good luck, Hope it helped somewhat.

-Ruiz

Subject: Re: Nod Stealth Sound
Posted by [got2byoda](#) on Mon, 24 Sep 2007 06:40:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

AoBfrost wrote on Sun, 23 September 2007 15:54Impossible, I spent a long time looking in always,dat and all vehicles have 3-4 sounds, start, idle, stop, and firing. Theres no specific sound for cloaking, not even for the sbh.

its not impossible.. i can send u the file if u want me to frost. my friend sent it to me but i dont use it cuz its kinda an big advantage if u think aobut it..the one he sent is whenever u get close to a stank driving around u or w/e, it will play the bad boys song

Subject: Re: Nod Stealth Sound
Posted by [Goztow](#) on Mon, 24 Sep 2007 07:00:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

got2byoda wrote on Mon, 24 September 2007 08:40AoBfrost wrote on Sun, 23 September 2007 15:54Impossible, I spent a long time looking in always,dat and all vehicles have 3-4 sounds, start, idle, stop, and firing. Theres no specific sound for cloaking, not even for the sbh.

its not impossible.. i can send u the file if u want me to frost. my friend sent it to me but i dont use it cuz its kinda an big advantage if u think aobut it..the one he sent is whenever u get close to a stank driving around u or w/e, it will play the bad boys song

What's your friend's nickname, plz?

Subject: Re: Nod Stealth Sound
Posted by [AoBfrost](#) on Mon, 24 Sep 2007 13:38:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Fake.

There is no .wav for the stealth itself.

There is no way to make tanks or sbh use the sound unless it is recoded.

Clientside mods cant be coded to much, or too different than what other players use or else it wont show the server list.

Then again I may be wrong, post it then, and prove me wrong. I would like to use this instead then.

But then Why am i listening to a person who just starting renegade and joined the modding community?

Subject: Re: Nod Stealth Sound
Posted by [Yrr](#) on Mon, 24 Sep 2007 18:31:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

AoBfrost wrote on Mon, 24 September 2007 15:38Fake.

There is no .wav for the stealth itself.
There is no way to make sinks or sbh use the sound unless it is recoded.
Clientside mods cant be coded to much, or too different than what other players use or else it wont show the server list.

Then again I may be wrong, post it then, and prove me wrong. I would like to use this instead then.

But then Why am i listening to a person who just starting renegade and joined the modding community?

Client-side modifications are easy. Resurrection adds exactly the stealth sound you are talking about. There is no way to do that server-side or without modifying the client's code.

Subject: Re: Nod Stealth Sound
Posted by [AoBfrost](#) on Mon, 24 Sep 2007 19:17:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well I dont use that mod, so I never knew about the cloaking effect, but I think without it, there is no way where you just rename/dragdrop a file

Subject: Re: Nod Stealth Sound
Posted by [Spice](#) on Mon, 24 Sep 2007 21:42:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yrr wrote on Mon, 24 September 2007 14:31AoBfrost wrote on Mon, 24 September 2007 15:38Fake.

There is no .wav for the stealth itself.

There is no way to make tanks or sbh use the sound unless it is recorded.
Client-side mods can't be coded to much, or too different than what other players use or else it won't show the server list.

Then again I may be wrong, post it then, and prove me wrong. I would like to use this instead then.

But then Why am I listening to a person who just starting renegade and joined the modding community?

Client-side modifications are easy. Resurrection adds exactly the stealth sound you are talking about. There is no way to do that server-side or without modifying the client's code.

Do you think you can write a script to make the stealth sound only when the vehicle starts to turn invisible? One which I can apply to a vehicle?

I'd luv u long tiem.. xoxox Spice

Subject: Re: Nod Stealth Sound
Posted by [Yrr](#) on Mon, 24 Sep 2007 23:00:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

I can try.

Subject: Re: Nod Stealth Sound
Posted by [AoBfrost](#) on Tue, 25 Sep 2007 01:29:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well my method works good too, it only makes a stealth sound when you get in and out of the vehicle, so that's a downside, but other than that it seems fine.....I guess the resurrection mod does the best job.

Subject: Re: Nod Stealth Sound
Posted by [Spice](#) on Tue, 25 Sep 2007 01:40:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yrr wrote on Mon, 24 September 2007 19:00| can try.

<3 Send me a message on MSN, I have a vehicle test I can send you to test your work on.

Subject: Re: Nod Stealth Sound
Posted by [reborn](#) on Tue, 25 Sep 2007 12:59:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

You could make a function that is called when a player enters a vehicle (or edit the existing one) so that if the vehicle name is "cnc_stealth_tank" (or whatever it's called) it attaches a script.

On the ::created event of your script start a timer of exactly how long it takes for the stank to stealth.

Then on the ::timer_expired event make it play a 2d_wav_sound (the one that sounds like a stank stealthing up).

But if the guy exits the vehicle before the timer is up then it destroys the script.

That would work, and it would work server-side too.

Subject: Re: Nod Stealth Sound
Posted by [AoBfrost](#) on Tue, 25 Sep 2007 13:08:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

When you mean serverside, do you mean as one player has the mod, others will hear but not use it? or do you mean a server mod where the entire server is effected, I'd like to show off and make others think "how do you make your stank have sounds?"

Subject: Re: Nod Stealth Sound
Posted by [Yrr](#) on Tue, 25 Sep 2007 13:20:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

No, it would not work entirely server-side, because you cannot play sounds server-side. The client must have Custom Scripts to hear them, so it is client+server-side.

Subject: Re: Nod Stealth Sound
Posted by [AoBfrost](#) on Tue, 25 Sep 2007 16:08:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Now i'm all confused, I do use custom scripts and because I would have the mod, I can hear it, but when you mean the client must use custom scritps, do you mean other players? or me? Anyways, I'm fine with my method, but I might try out scripting it to work.

Rereading reborn's script idea doesnt seem so good, because if i time it right, it will only play the sound when I get in/out of the stealth tank, I can already do that by renaming wav files for _start.wav/_stop.wav and it is already perfectly timed....reborn, does your way work whenever the stank goes into stealth mode, or just get in and out? Just double checking.

Subject: Re: Nod Stealth Sound
Posted by [Cat998](#) on Tue, 25 Sep 2007 18:29:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

AoBfrost wrote on Tue, 25 September 2007 18:08Now i'm all confused, I do use custom scripts and because I would have the mod, I can hear it, but when you mean the client must use custom scrips, do you mean other players? or me? Anyways, I'm fine with my method, but I might try out scripting it to work.

Rereading reborn's script idea doesnt seem so good, because if i time it right, it will only play the sound when I get in/out of the stealth tank, I can already do that by renaming wav files for _start.wav/_stop.wav and it is already perfectly timed....reborn, does your way work whenever the stank goes into stealth mode, or just get in and out? Just double checking.

Scripts.dll Users -> SOUND

NO Scripts.dll (Client) -> NO SOUND

Subject: Re: Nod Stealth Sound
Posted by [reborn](#) on Tue, 25 Sep 2007 19:20:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yrr wrote on Tue, 25 September 2007 09:20No, it would not work entirely server-side, because you cannot play sounds server-side. The client must have Custom Scripts to hear them, so it is client+server-side.

Yeah that's true. I forgot that script command required scripts.dll on the client too.
Not a bad idea though really imo.

AoB, I don't think you understand at all.

Subject: Re: Nod Stealth Sound
Posted by [AoBfrost](#) on Wed, 26 Sep 2007 03:29:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

I understand after Cat responded, i'll play around with scripts.dll a bit and test to see what I compile.

Subject: Re: Nod Stealth Sound
Posted by [got2byoda](#) on Wed, 26 Sep 2007 05:00:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

AoBfrost wrote on Mon, 24 September 2007 08:38Fake.

There is no .wav for the stealth itself.

There is no way to make sinks or sbh use the sound unless it is recoded.

Clientside mods cant be coded to much, or too different than what other players use or else it wont show the server list.

Then again I may be wrong, post it then, and proove me wrong. I would like to use this instead then.

But then Why am i listening to a person who just starting renegade and joined the modding community?

Imao are u taling about me just joinging the game and modding? ok frost i had the game even before u did when u were hydromsterfrost for ur first name..and when u were hydro i was a mod already..u are the one that is barely on the mod team so k thx noob ;p

Subject: Re: Nod Stealth Sound

Posted by [AoBfrost](#) on Wed, 26 Sep 2007 16:01:54 GMT

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

huh?

Who is hydromasterfrost?

My original name in WOL was frost151500, i got the game and started playing multiplayer within the first week of the game's release (actually, i think my original name was col.frost before i changed it to frost151500 and used that for 2 years or so)

This is like people thinking i'm qqfrost and they hit on me because they think I'm a girl since qqfrost is a girl xD

Wait no Col.frost was my gamespy name, I used gamespy to play on some servers since they didnt have WOL forwarding right when the game was released.

Subject: Re: Nod Stealth Sound

Posted by [got2byoda](#) on Sun, 30 Sep 2007 08:01:50 GMT

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

AoBfrost wrote on Wed, 26 September 2007 11:01huh?

Who is hydromasterfrost?

My original name in WOL was frost151500, i got the game and started playing multiplayer within

the first week of the game's release (actually, i think my original name was col.frost before i changed it to frost151500 and used that for 2 years or so)

This is like people thinking i'm qoqfrost and they hit on me because they think I'm a girl since qoqfrost is a girl xD

Wait no Col.frost was my gamespy name, I used gamespy to play on some servers since they didnt have WOL forwarding right when the game was released.

yep sorry mate..tho0ught u were qoqfrost..my bad..but nah i got the game when it came out also ..sorry for the misunderstanding...wtf frost is a girl?

Subject: Re: Nod Stealth Sound
Posted by [AoBfrost](#) on Sun, 30 Sep 2007 19:53:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

3rd time this week in irc/server I was hit on xD
