
Subject: Re: Nod Stealth Sound
Posted by [AoBfrost](#) on Sun, 23 Sep 2007 15:01:50 GMT
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Thats 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 125 times
