Subject: Stank sounds
Posted by Spoony_old on Tue, 24 Jan 2006 19:37:51 GMT
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Could pure mode be updated so that it also disables custom stank sounds? I think most people would agree they're tantamount to cheating.

Subject: Re: Stank sounds
Posted by =HT=T-Bird on Tue, 24 Jan 2006 21:23:58 GMT
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Spoony wrote on Tue, 24 January 2006 13:37Could pure mode be updated so that it also disables custom stank sounds? I think most people would agree they're tantamount to cheating.

Nice point Spoonyz0r...

Subject: Re: Stank sounds
Posted by Dr. Lithius on Tue, 24 Jan 2006 23:04:09 GMT
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Heh, at first, I didn't know what he was talking about. Then I thought I grasped that he was saying people could replace the tank's "idle" sound with a very noticable, loud sound and it would ensure the tank was spotted instantly. Well, to test this theory, I took an old YTMND.com sound clip -- Space Jam's "Slam Jam" song mixed with a song called "Hybrid song 2:20" by Quazar of Sanxion(which is used in pretty much all the "Super Slam!" pages), loudened it, then plunked it in my Data folder as the appropriately-named file. After this, I hopped on to NoN00bs.net's server 2 where Nod was kicking ass and taking names, waited by the entrance on GDI side of Field, and sure enough... I heard a speed-warped version of "Slam Jam Hybrid" from around the corner, signally the arrival of a Stealth Tank.

I guess this could be used as some form of exploit or cheat, but is it really worth all the trouble to put it on the "no-use" list for Renegade? How often is this going to come up, really? I mean, don't most of us, as Infantry, get squished even after the tank coming anyway? I know I do, usually 'cause I can't figure out which direction it's coming from and that it moves faster than I do.

Still. I'm rather neutral. In the meantime, I think I'll keep playing "Slam Jam Hybrid" as my Stealth Tank sound. It's funny to go toolin' along the roads in City hearing that song looped and sped up like crazy. Kekekee!

Subject: Re: Stank sounds
Posted by Blazer on Wed, 25 Jan 2006 00:58:13 GMT
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You can still only hear the sound when the tank gets close to you (I think 50 "meters"?). You are better off spraying random fire with your pistol or minigun to spot stealth units

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Subject: Re: Stank sounds
Posted by Dr. Lithius on Wed, 25 Jan 2006 09:33:38 GMT
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Actually, now that I think about it... I totally need a sound effect that's like... A car horn honking, playing "La Cucarocha" that I can put over the normal energy sound. So like...every now and then, I'll hear "Bah-nah-nah nah nah! Bah-nah-nah nah nah! Bah-nah-nah-nah-nah-nah-nah!" at varying speeds throughout the game. That would be the most awesome thing ever! *goes to try and find that*

Edit: Yep. I now have the single-most racist Stealth Tank idle sound in all of Renegade. Complete with "La Cucarocha" horn and stereotypical Mexican at the wheel.(And he's even reverse-flanged like Stealth Black Hand units in-game are.) I should totally do a series for all the tanks! XD(Probably not. During a Stealth Tank rush, this is probably gonna drive me crazy. But for now? I laugh at my own idiocy! X3)

Subject: Re: Stank sounds
Posted by Ma1kel on Wed, 25 Jan 2006 14:14:44 GMT
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Blazer wrote on Tue, 24 January 2006 18:58You can still only hear the sound when the tank gets close to you (I think 50 "meters"?). You are better off spraying random fire with your pistol or minigun to spot stealth units

Not really, if I would be at the AGT on Hourglass and the AGT would be down, then I hear every Stank passing through from the left or right side.

But, it's fun to change the Humm-Vee ''idle'' sound to Bohemain Rhapsody.

Subject: Re: Stank sounds
Posted by Spoony_old on Wed, 25 Jan 2006 14:56:16 GMT
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Blazer wrote on Tue, 24 January 2006 19:58You can still only hear the sound when the tank gets close to you (I think 50 "meters"?). You are better off spraying random fire with your pistol or minigun to spot stealth units
uh, if you're in an APC or med on Islands and you have stank sounds, it is physically impossible for a stank to get past you without you hearing it (don't tell me that's fair), even if it goes the other way. Other examples, you're on the cityfly bridge and stanks go underneath you (or vice versa), virtually any time they're around a corner... it's an unfair advantage, much more so than those bright-ass stealth skins.

Tbh there should be another Renguard mode. Pure mode, Non-pure mode, and No-GayAss-Stealth-Cheats mode which disallows stealth effect and stank engine sounds. I doubt many people will disagree other than those who use them and find them helpful.

Subject: Re: Stank sounds
Posted by Ae0nflux on Wed, 25 Jan 2006 15:17:02 GMT
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Personally I find that the Stanks are already attacking the base to make much of a difference. I don't think that changing the sounds makes much difference to the gameplay.

Subject: Re: Stank sounds
Posted by Goztow on Wed, 25 Jan 2006 15:24:21 GMT
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Spoony wrote on Wed, 25 January 2006 09:56Blazer wrote on Tue, 24 January 2006 19:58You can still only hear the sound when the tank gets close to you (I think 50 "meters"?). You are better off spraying random fire with your pistol or minigun to spot stealth units
uh, if you're in an APC or med on Islands and you have stank sounds, it is physically impossible for a stank to get past you without you hearing it (don't tell me that's fair), even if it goes the other way. Other examples, you're on the cityfly bridge and stanks go underneath you (or vice versa), virtually any time they're around a corner... it's an unfair advantage, much more so than those bright-ass stealth skins.

Tbh there should be another Renguard mode. Pure mode, Non-pure mode, and No-GayAss-Stealth-Cheats mode which disallows stealth effect and stank engine sounds. I doubt many people will disagree other than those who use them and find them helpful.
I think myself, along with a dozen other persons on these forums already made this suggestion and never got heard . Unles something's going on that we're not aware of .

Subject: Re: Stank sounds
Posted by Sniper_De7 on Wed, 25 Jan 2006 16:39:52 GMT
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It's really unfair in that if you're on any team that would listen (hi teamwork) Just saying, that you can hear a stank is enough to easily have other people finding it. The instant you hear that song or whatever you have for it, you know there's a stank. A little bit different as opposed to a droning sound that could easily be drowned out by sounds of other stuff going around. I don't really know how it works exactly but it's an obvious advantage.

Subject: Re: Stank sounds

Posted by Kanezor on Wed, 25 Jan 2006 21:36:47 GMT
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It would get rather annoying if you were using a stank.

Subject: Re: Stank sounds
Posted by light on Thu, 26 Jan 2006 00:58:58 GMT
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For a pure server I think this is a good idea. It seems to fall into the same category as flourescent skins, they make you easier to spot.

That said, with my headphones on I can hear stanks relatively well anyway.

Subject: Re: Stank sounds
Posted by Dr. Lithius on Thu, 26 Jan 2006 04:04:58 GMT
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Ditto here. Unless I am in the middle of a five-tank crossfire, I should be able to hear a Stealth Tank "sneaking up" on me. It's another matter altogether if I actually do something about it. I usually get run over, as stated. A good Stealth Tank driver can easily squish infantry, spotted or not.

Subject: Re: Stank sounds
Posted by Spoony_old on Thu, 26 Jan 2006 04:46:46 GMT
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Those of you who think it isn't worth doing or it isn't much of an advantage, read this part again but this time slowly, and carefully.
Spoony wrote on Wed, 25 January 2006 09:56uh, if you're in an APC or med on Islands and you have stank sounds, it is physically impossible for a stank to get past you without you hearing it (don't tell me that's fair), even if it goes the other way.
^^ that's probably the most obvious example of what I'm talking about. A stank's on the other side of a rock from you, so the usual shoot-around-to-search-for-them isn't going to help you, whether you have those homoerotic flourescent stealth effect skins or not. And the usual engine noise is probably not going to grip your attention unless you're REALLY paying attention. Augmented stank sounds, on the other hand, totally different story. Bottom line is you AUTOMATICALLY know where the stanks are, and if you don't think that's tantamount to cheating then you really don't understand the concept of a "stealth" tank.

Subject: Re: Stank sounds

Posted by Ma1kel on Thu, 26 Jan 2006 08:08:21 GMT
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Dr. Lithius wrote on Wed, 25 January 2006 22:04Ditto here. Unless I am in the middle of a five-tank crossfire, I should be able to hear a Stealth Tank "sneaking up" on me. It's another matter altogether if I actually do something about it. I usually get run over, as stated. A good Stealth Tank driver can easily squish infantry, spotted or not.
When a soldier spots you, it's almost impossible to run him over, the Stealth Tank is not fast enough and doesn't turn fast enough to squish infantry. Your main hope to squish infantry is that he didn't spot you and you can get behind him.

Subject: Re: Stank sounds
Posted by GoTWhisKéY   on Thu, 26 Jan 2006 16:05:08 GMT
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add stank sounds to the black list, but allow stank skins. They look cool and don't give an advantage like most people think.

Subject: Re: Stank sounds
Posted by Spoony on Fri, 27 Jan 2006 10:19:32 GMT
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bump. Possible? Probable?

Subject: Re: Stank sounds
Posted by Spoony on Fri, 10 Nov 2006 15:40:54 GMT
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bump, no rush

Subject: Re: Stank sounds
Posted by Jonty on Fri, 10 Nov 2006 16:07:53 GMT
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Bump, great idea!

Subject: Re: Stank sounds
Posted by JohnDoe on Fri, 10 Nov 2006 16:16:07 GMT
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Blazer wrote on Tue, 24 January 2006 17:58You can still only hear the sound when the tank gets

close to you (I think 50 "meters"?). You are better off spraying random fire with your pistol or minigun to spot stealth units

LMFAO and n00bs like you are supposed to be keeping renegade safe from cheats...holy fuck.

Subject: Re: Stank sounds
Posted by Spoony on Sun, 03 Dec 2006 02:57:40 GMT
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Is this a no?

Subject: Re: Stank sounds
Posted by warranto on Sun, 03 Dec 2006 04:21:55 GMT
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I don't know, but if it's not, at least make the Jaws theme allowed. At least it suits facing an unseen enemy.

Subject: Re: Stank sounds
Posted by crazfulla on Tue, 05 Dec 2006 19:09:45 GMT
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I don't know where this bs came from about stealth skins creating an advantage. For stealth to be visable from further than normal you NEED an objects hack. Anyone with modding experience knows this. If you don't know what you're tanking about, please STFU.

And as for running over people in a stank; I usually try to keep my distance as they can attempt to C4 you. Go for the headshot

---

Subject: Re: Stank sounds
Posted by Goztow on Tue, 05 Dec 2006 19:38:00 GMT
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crazfulla wrote on Tue, 05 December 2006 20:09I don't know where this bs came from about stealth skins creating an advantage. For stealth to be visable from further than normal you NEED an objects hack. Anyone with modding experience knows this. If you don't know what you're tanking about, please STFU.

And as for running over people in a stank; I usually try to keep my distance as they can attempt to C4 you. Go for the headshot
PLay Renegade more often, plz.

Subject: Re: Stank sounds
Posted by Blazer on Tue, 05 Dec 2006 21:45:49 GMT
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I agree that there should be an option of disabling nonapproved stank sounds, I will make sure this is part of RG 1.04. I may even be able to implement it now, not sure, I will let you guys know.

Subject: Re: Stank sounds
Posted by Spoony on Wed, 06 Dec 2006 10:25:27 GMT
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Blazer wrote on Tue, 05 December 2006 15:45I agree that there should be an option of disabling nonapproved stank sounds, I will make sure this is part of RG 1.04. I may even be able to implement it now, not sure, I will let you guys know.
Excellent, thank you.

Subject: Re: Stank sounds
Posted by JasonKnight on Wed, 20 Dec 2006 18:40:01 GMT
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I understand what the problem is about sounds making a huge difference, and how skins can make a huge difference, and my may be the only person to do this, but I have been making sounds and using skins that make the game a little more difficult, Since this is a topic about the stealth idel sound, here is the idel sound I use for the stank. Its a tad bit quieter then the normal one, but instad of a high pitch whine, its a now a low pitch rumble.

http://jb.volrathscastle.com/tank_stealth_idle.wav

As for skins, I currently have all dark brown/black cameo for all nod units, infantry and so forth, and all GDI have light brown cameo. The snipers I used to have 1 little spot on them that made them easer to see, on the black hand sniper the goggles where red, like normal, and on dead eye his leg patch was red. saks has dark colors, and the havoc is in the XCOM dark blue skins.

I think the standard skins are too easy to play with, expecially if your fighting NOD, all those Bright reds, Blahh