Subject: Re: Ion Cannon plays 3D sound when deploying, nuke plays 2D sound when deploying
Posted by dblaney1 on Tue, 18 Apr 2017 16:52:46 GMT

Give me one logical reason why they would make nods beacon play across the map but not GDI. It was just a sloppy mistake done when they were rushing to release. It doesn't really matter anyway since I fixed it on my server. I recommend other servers do the same.