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Subject: Is it possible to trigger a sound via building aggregates?

Posted by [Anonymous](#) on Sun, 08 Sep 2002 21:05:00 GMT

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Hmmm, ok, so now the question is how would you do it? I really want to attach sounds of explosions to the visual explosions of my building, so could this be done in gmax or would you have to do some bone management and exporting in w3d viewer?

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