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

Posted by [Anonymous](#) on Sun, 08 Sep 2002 15:20:00 GMT

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I'm just wondering why none of the emitter explosions have any sounds associated with them, and since I noticed a menu about sounds in W3D viewer, is it possible to have sounds played when, for example, an explosion appears? [September 08, 2002, 16:07: Message edited by: YSLMuffins]
