
Subject: glass maing 5* question

Posted by [Anonymous](#) on Sun, 21 Jul 2002 12:12:00 GMT

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I noticed that when I host a game or play a multiplayer practice, I hear lots of neat ambient sounds in all the buildings that I don't hear when I join a multiplayer game. Is there any way to turn these on? Or was WW stupid enough to actually make them server-side?
