

---

Subject: Private/Public/Server\_Message.wav  
Posted by [WNxCABAL](#) on Fri, 23 Jul 2004 10:34:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Just now I have found 3 wav files in the always.dat  
Private\_Message.wav  
Public\_Message.wav  
Server\_Message.wav

I was just wondering if you was going to make these actually work instead of listening to the message.wav file all the time.

I don't think it really matters about Private\_Message.wav because that is AKA Yo.wav  
But having sounds that seperate the Server & Client sounds would be cool

Greetz,

Andy

---