
Subject: ya em,,
Posted by [Aircraftkiller](#) on Tue, 17 Aug 2004 04:39:10 GMT
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So what, I see TV shows that contain the Chronosphere sound from Red Alert and that doesn't make them "mods" of the game, or that they're ripping it off.

We simply tossed in the Renegade sounds because there was no use in searching for which we wanted to keep. Eventually most will be deleted to further optimize the always.dat file.

Sounds are NOT important, and they are NOT a dependency.
