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Subject: playing renegade sound

Posted by [Lance3066](#) on Sat, 18 Sep 2004 16:34:39 GMT

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imperfect3D Can this be compiled in new maps?

Actually... I think it might be able to... since new maps could use thier own custom .ddb and if you change he commands for a mix file or pkg itll keep them so yea, it should work

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