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Subject: scripts1.93 New sounds.

Posted by [mac](#) on Tue, 21 Sep 2004 13:50:50 GMT

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Unfortnaturally, no.

I have identified the code that is responsible for that gunner reload sound on every kill. Find it very annoying.

I have fixed it, and will release the server side scripts for that as part of the CP1 server side installer.

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