
Subject: scripts.dll 2.0, post ideas here

Posted by [jonwil](#) on Tue, 28 Sep 2004 10:44:13 GMT

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Those sounds are ambient sounds created by various objects around the maps.
Even without my own work, you will still hear them if you are the host (e.g. skirmish mode)

They were intended to be played for all players in multiplayer but westwood never had the chance to make the sounds work.
