
Subject: Modsearch: Ob Fix

Posted by [Blazer](#) on Wed, 29 Dec 2004 23:03:39 GMT

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You can install CP1, and disable the extra sounds by placing 0 byte files of the same name in your data directory (or copies of the orig sound).

Another option would be to ask jonwil to provide you with a special scripts.dll that has the play_animation fix for the obelisk but none of the other fixes or improvements.
