
Subject: Fixing the broken sounds (CY,COM..ect)

Posted by [General Havoc](#) on Mon, 21 Apr 2003 21:55:53 GMT

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Good work guys, i'm sure this will come in handy to people making maps and want these sounds to work. Is there anything else currently on this Renegade Evolution fix list? I take it the list includes things like the Faulty MCT in certain building(s) and other things like that.

_General Havoc
