
Subject: Fixing the broken sounds (CY,COM..ect)
Posted by [Blazer](#) on Mon, 21 Apr 2003 22:11:18 GMT
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Aircraftkiller and I tackled this problem from several angles, and came up with several workarounds, including using temp presets for the sounds. The one that eluded us was a fix that would not only be a workaround for future maps, but also fix existing maps that use the default presets for those buildings that are erroneously flagged as 3Dsounds.
