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Subject: Fixing the broken sounds (CY,COM..ect)  
Posted by [Aircraftkiller](#) on Wed, 23 Apr 2003 01:18:13 GMT  
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It's more than the Communications Centers, Construction Yards, and Repair Facilities.

There's also sounds for the Shrine of Nod, the Tiberium Silo, Helicopter Pad, and Science Facility also known as the Mutant Lab.

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