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Subject: Sound Issue

Posted by [trunskgb](#) on Sat, 10 Dec 2005 01:30:57 GMT

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For example, you could be in the GDI base on City Flying running around and hear things like, the Obelisk charging up. Or an Orca flying around the nOd base. You're picking up all these sounds and it becomes hard to determine what's actually close to you or not. Is this something that could be fixed and to be considered working on?

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