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Subject: Re: scripts.dll 2.4 is underway

Posted by [jonwil](#) on Sat, 04 Mar 2006 01:28:40 GMT

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Also, the soldier sounds (where they say random stuff) dont go over the network, will investigate that too. (maybe for 2.4)

Also, there are animations that are not played for weapon switching and turnaround which I will look into.

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