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Subject: Re: Sounds ingame

Posted by [Zion](#) on Wed, 31 Jan 2007 20:10:03 GMT

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Chathooks are built into scripts.dll to listen to "^" for example and use an snda <music file name> to play it.

And server's always.dat only contain important things that it needs, it does not play sounds therefore why not save 200mb on them?

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