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Subject: Re: Building sound twiddlers

Posted by [Veyrdite](#) on Fri, 13 Jul 2007 05:32:46 GMT

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It's probably single-player only like some other features of ren. Couldn't you setup a spawner to do this job?

EDIT: ren has different sound formats for everything, check the exact format on the ones used in sp, then extract your ones and convert them.

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