
Subject: Re: Building sound twiddlers
Posted by [Slave](#) on Fri, 13 Jul 2007 20:41:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

It ain't single player only, some of them work, like the pumping sound of the refinery.

Having the latest scripts.dll and bhs.dll doesn't fix it.

Control the media, control the mind.
Control the scripts, control the media.

Now I can't put those gdi noobs into disbelief with a pile of edited sounds. Meh!

File Attachments

1) [gdi_newscast_3.mp3](#), downloaded 407 times
