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Subject: Re: Musicstream

Posted by [gkl21](#) on Fri, 18 Jul 2008 20:38:22 GMT

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I've had people connected to SHOUTCast radios (if you are aware of my system) and still play ingame fine ... keeping the streams seperate is best ... Doesn't use all that much bandwidth really, just enough to get by (depends on your server really)

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