Subject: Re: Sound emitters attached via aggregate crashes
Posted by Jerad2142 on Sun, 28 Aug 2011 16:43:07 GMT
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Incorrect, this is a bug in stock ren, but it only happens with animated tiles, it also only happens if you aren't in sound range and the sound turns off (and maybe on).

Rp2 had this issue with its original train crossings before we turned them into simple objects.