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Subject: Re: Custom Sound With Kill

Posted by [Ethenal](#) on Tue, 22 Jan 2013 18:24:34 GMT

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You mean like the Quake sounds thing UltraAOW uses? They have lots of extra sounds, but I'm pretty sure there's a config option in ssgm.ini that enables exactly what you're referring to (if that is indeed the Quake sounds).

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