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Subject: Re: New scripts features in scripts 4.2  
Posted by [jonwil](#) on Thu, 11 Sep 2014 12:01:06 GMT  
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Oh yeah one more feature I am going to add is a flag on vehicles that says "dont play surface sounds for this vehicle" (i.e. tank tread sounds etc). Its intended for vehicles that dont actually use wheels/treads (such as hover vehicles or walkers/mechs) and therefore shouldn't have surface sounds played.

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