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Subject: Re: Ion Cannon plays 3D sound when deploying, nuke plays 2D sound when deploying

Posted by [dblaney1](#) on Mon, 17 Apr 2017 22:27:22 GMT

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Because they set the range values set correctly. They just accidentally hadn't checked the is3dsound box. Its fixed on my server and its an easy fix for anyone that wants to apply to their own server.

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