Subject: Hearing phantom sounds at map position 0,0,0 in LAN
Posted by iRANian on Tue, 25 Apr 2017 14:03:47 GMT
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I'm testing some maps in LAN and on every map at position 0,0,0 sounds that have played earlier are repeated.
The sounds themselves are random, like death sound, harvester sound, vehicle engine sound, pistol sound.