Minor bug and only cosmetically signficant.

When you trigger a sound listed in the Sounds list, the text typed by the player will be displayed in public chat even when he sent the message to the team (and maybe also when private messaging). But only the players on team or the receiver of the PM will see this 'public chat'.

Line 131 in da_chatsounds.cpp needs to be changed to:

  cScTextObj *Text =
Send_Client_Text(WideStringFormat(L"j\n95\n%hs\n,",*Sound),Type,false,-2,-1,false,false);

The previous code had the text type argument for Send_Client_Text() hard-coded to PUBLIC