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Subject: Re: code

Posted by [dblaney1](#) on Sun, 12 Aug 2018 00:39:31 GMT

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None of the sound code actually runs on the fds. Your best bet is to use sound emitters. You can create them using w3dview. Then you spawn an invisible object and set the model to that sound emitter. When you want the sound to stop you destroy that invisible object.

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