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Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [gibberish](#) on Mon, 28 Jun 2004 23:19:52 GMT

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CrimsonThe fixes we have mentioned only have to be on the server-side in order to work.

Blazer Props to SK for this fix, which required creating a new network event to forward the sound events from the FDS to the clients.

Does the client need to be updated for this fix too?

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