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Subject: Re: Stank sounds

Posted by [Spoony](#) on Wed, 06 Dec 2006 10:25:27 GMT

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Blazer wrote on Tue, 05 December 2006 15:45I agree that there should be an option of disabling nonapproved stank sounds, I will make sure this is part of RG 1.04. I may even be able to implement it now, not sure, I will let you guys know.

Excellent, thank you.

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