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Subject: Using Dave's Arrows For Ambient Building Sounds

Posted by [bigwig992](#) on Tue, 24 Jun 2003 01:03:23 GMT

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The only way the host and client can hear the sounds, is if you add it in as a sound effect or music. (those little weird looking "horn" things). Try finding a script that will send a custom message to the sound object and destroy it. I don't remember many scripts, so I'm not sure if one even exist.

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