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Subject: Music

Posted by [\\_SSnipe\\_](#) on Sun, 08 Jul 2007 10:42:53 GMT

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is it in scripts or brenbot u can make it play music and when it done it goes to next song?

also another question i know how to choose what a char drops how can i make so something spawns or drops when u kill a GT or Turrent? is it silmiar to the char killed wep drop like do i just make a new one?

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