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Subject: Re: Music

Posted by [AoBfrost](#) on Sun, 08 Jul 2007 15:22:01 GMT

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I understand the music part, but the part about characters I have no clue, I couldn't read a word of it, music, script yourself in scripts.dll or lua to make to recognize !music or !sounds and then a name after them like "!music sakura battle theme" and make it play the mp3 file of sakura\_battle\_theme.mp3 from always.dat

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