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Subject: Re: Boink sound replacement?

Posted by [Zion](#) on Wed, 09 Jan 2008 18:26:50 GMT

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Something as small as a boink sound should be .wav anyway.

Decoding mp3 files for something as small as 1-3 seconds long, over and over again uses too much processing power, which slows down the game...

And actually, Sadukar, you're wrong. Window's doesn't convert files just by adding an extension, you just make it think that's the file extension.

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