
Subject: Re: Needed Fixes

Posted by [saberhawk](#) on Sat, 25 Oct 2008 00:20:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

Caveman wrote on Fri, 24 October 2008 18:29Well I dont use the miles codec I use the 3D one..
Can't remember the name of it and I get this bug all the time.

Doesn't matter, it's still accessing that codec via "Miles Sound System" (ie mss32.dll)
