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Subject: Re: Music in the Buildings

Posted by [Altzan](#) on Sat, 03 Oct 2009 00:59:35 GMT

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Thanks

There's a tut Di3 wrote about adding sounds to objects, but it's kinda complicated, although workable. I'd just need to know the W3D's of the MCT's or somesuch from each building.

It's possible for sure, Di3 did it for his party buildings and stuff, I just kon't know how he did it

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