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Subject: Re: Little issue

Posted by [StealthEye](#) on Fri, 13 Apr 2012 14:12:02 GMT

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The order won't be the problem.

I can't reproduce the issue in 1p LAN, can someone who experiences this issue try it in a client hosted LAN game and see if they can reproduce it?

Perhaps it is a matter of too many sounds being played indeed. There is also still another sound issue relating to some of the sound cache getting corrupt, it might be related.

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