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Subject: Re: Commands->Monitor\_Sound  
Posted by [Troll King](#) on Wed, 04 Jul 2012 21:05:03 GMT  
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Hehe to report to you I'm CERTAIN that it needs an ID because I'm currently decompiling several Westwood scripts and they use the Commands->Monitor\_Sound aswell. they take that int that comes from creating the sound. Then they wait for the custom CUSTOM\_EVENT\_SOUND\_ENDED. but that does not appear to work in mp

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