
Subject: Re: [CODE]m00_BuildingStateSoundSpeaker sound fix

Posted by [Mauler](#) on Mon, 07 Jul 2014 03:57:28 GMT

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Really wish this worked properly... shame they don't. The sounds really add much more atmosphere to the game..

but sadly all it does is this..

<https://www.youtube.com/watch?v=1i-0GRL8RRs>

it even happens on Fjords, the only custom map with buildingstate speakers.. the looping.. when destroyed

sorry for the bump..
