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Subject: scripts.dll > Printing Messages

Posted by [TimeFX](#) on Fri, 16 Jan 2004 22:14:17 GMT

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The script uses strings from strings.tdb - and you can add sounds to scripts - so I think it will work. I'll test the turret script now - wasn't able to test it because my c&c\_field.lvl is damaged and causes CCR crash ... damn

EDIT:

General Havoc:

Which script you want exactly - maybe I can help you

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