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Subject: script for sound

Posted by [General Havoc](#) on Sun, 29 Feb 2004 09:55:28 GMT

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JFW\_3d\_Sound\_Zone?

-or-

TDA\_Zone\_Send\_Custom + JFW\_Custom\_play\_3d\_Sound to create the sound at the chronospheres destination so you can hear it when you arrive.

Read the readme(1-5).txt with the scripts.dll, it will help you out a lot.

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