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Subject: question about sound scripts

Posted by [SomeRhino](#) on Fri, 16 Apr 2004 03:41:23 GMT

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I'm pretty sure that since the scripts are triggered from only the Host's machine, the sounds do not work for clients. This is why the building announcements only work for the host. I could be wrong though. It's sort of hard to test these scripts since you need two people to do so.

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