Subject: always.dat multi file extraction Posted by dommafia on Wed, 28 Apr 2004 17:41:02 GMT View Forum Message <> Reply to Message

there are exactly 10,100 wav files in the always.dat so that will answer my question about wether or not they will index them lol, thats a lot of freaking audio.

I'm thinking only 20% of those are used in multiplayer.

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