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Subject: Enable additional sounds and effects

Posted by [jonwil](#) on Mon, 21 Jun 2004 02:06:16 GMT

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With the new sound functionality in bhs.dll (that makes script-played sounds work in MP), it should be possible to code up scripts that play death sounds although exactly how you would get them to fire without either modifying the presets (a no-no because of version mismatches) or overriding one of the standard scripts to do something other than what it was written for (something I hate and wont touch) I dont know.

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