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Subject: Re: Nod Stealth Sound  
Posted by [Spice](#) on Sat, 22 Sep 2007 20:03:09 GMT  
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Tunaman wrote on Sat, 22 September 2007 15:26I think that fix is included with Ressurrection...  
Yrr might know how to fix it.

Yeah, that's actually what he told me earlier today. I'm wondering what causes it to work and if there is something I can do in level edit to make it work correctly.

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