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Subject: Re: How can I translate these ingame Messages?

Posted by [N1warhead](#) on Tue, 23 May 2006 11:17:00 GMT

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Hey well im not sure if this has anything to do with it, but i was looking in the Always.dat folder to replace sounds and stuff, and the creators have sounds of Buildings under attack and stuff that they never used i dont no why but they do, i just woke up so im not sure if thats what ur talking about besides teh scripts i just noticed " SOme Buildings aint got sounds " but anyways yea

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