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Subject: Re: Gameover music

Posted by [AoBfrost](#) on Mon, 26 Mar 2007 17:12:57 GMT

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Well, i have no experience what so ever really scripting, but I think making it play music after all buildings were killed would need to be done for every map because of differences such as silo's agt/obby and power plant not on all maps. Though I got this idea from Nightma12, he might know a way easily.

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