
Subject: Re: [CODE]m00_BuildingStateSoundSpeaker sound fix
Posted by [UnitXc](#) on Mon, 07 Jul 2014 11:28:09 GMT

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this happened to me and Bad when i was editing City_Flying, to fix it i had to remove the building controlers and replace them.

otherwise it would not stop looping that annoying sound no matter whether i left the game or not.
