
Subject: Re: Music

Posted by [a000clown](#) on Fri, 18 Jul 2008 01:11:56 GMT

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Quote:MUSICA <mp3 file> - Plays a MP3 file for all players. Host only.

MUSICP <player> <mp3 file> - Plays a MP3 file for a specific player. Host only.

NOMUSICA - Stops the background music for all players. Host only.

NOMUSICP <player> - Stops the background music for a specific player. Host only.

SND3DA <player> <wav file> - Plays a 3D WAV file for all players. The player is used to identify where to play the 3d sound. Host only.

SND3DP <player> <wav file> - Plays a 3D WAV file for a specific player. Host only.

SND3DT <player> <team> <wav file> - Plays a 3D sound for a given team at the location of <player>. Host only.

0 = Nod

1 = GDI

SNDA <wav file> - Plays a WAV file for all players. Host only.

SNDP <player> <wav file> - Plays a WAV file for a specific player. Host only.

SNDT <team> <wav file> - Plays a WAV file for a specific team. Host only.

SONG - Prints the name of the last song loaded by the MUSIC command or the Set_Background_Music script command. Host only.

I'm still on scripts 2.9 so I don't know if the 3.x line has included more.

I think you're looking more towards a server radio for in-game players with streaming media or pre-downloaded, maybe the same way as the map downloader.
