Subject: multipule multi-player map questions
Posted by Anonymous on Sat, 19 Oct 2002 14:05:00 GMT
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Okay, qustion one: Can I use midi's as background music?Question two: What do I do to make pop-up text if a player enters an area of the map, (like the ones in multiplayer practice) or is this forbiden in online maps?Triforce

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Subject: multipule multi-player map questions
Posted by Anonymous on Sat, 19 Oct 2002 14:43:00 GMT
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hm... i wish i could help but no one has showed me the right way to get midis to work.Hey aren't you the one making the cool TS buildings? Hey i have my trusty old age TS soundtrack if you need any songs..

Subject: multipule multi-player map questions
Posted by Anonymous on Sat, 19 Oct 2002 19:27:00 GMT
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I think the MP3 files need to be in the leveledit/yourmodfolder/editorcache folder? try putting it in that folder and if it dosnt work, try different folders. also the background menu item from the Edit pull down menu I think, is where you can change the background music file.if that dosnt work than just add a temp preset under the preset/sound. make your file a WAV and put lots of those speaker thingys around. maybe that would work. [October 19, 2002, 19:29: Message edited by: garth8422]

Subject: multipule multi-player map questions
Posted by Anonymous on Sat, 19 Oct 2002 19:51:00 GMT
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Just stick the mp3 into the mod folder and give the filename under the background settings. I'm sure there are programs that'll let you convert midi files to MP3s.