Subject: Music in Multi-player
Posted by **terminator 101** on Sat, 25 Feb 2006 00:58:01 GMT
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I mostly play on the n00bstories server, but one day I decided to try a different server. So I tried some server called [NE] Public Warzone and when I joined that server, I started to hear music from the single player. Now, this music made the game much more enjoyable for me.
So I would like to ask if there ever will be any music in the n00bstroies server, or maybe some other servers.
Anyway, I think it is shame that Westwood did not put any music into the multi player by default

Off topic: When I turn the surround on, some sounds sound a bit distorted, anyone knows why it is like that? My sound card: Realtek AC97 Audio

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Subject: Re: Music in Multi-player
Posted by **Spice** on Sat, 25 Feb 2006 01:13:13 GMT
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I liked the backround server music aswell.

Subject: Re: Music in Multi-player
Posted by **csskiller** on Sat, 25 Feb 2006 01:22:07 GMT
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Terminator 101 wrote on Fri, 24 February 2006 18:58
Off topic: When I turn the surround on, some sounds sound a bit distorted, anyone knows why it is like that? My sound card: Realtek AC97 Audio
Isn't that like a stock card? I think I have one of those in both my machines, not too useful for anything but more or less stock sound equipment.

Subject: Re: Music in Multi-player
Posted by **Dave Mason** on Sat, 25 Feb 2006 01:58:18 GMT
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Try setting the volume of everything in renegade to about half way and then turning it up on your surround sound hub.

Subject: Re: Music in Multi-player
Posted by **terminator 101** on Sat, 25 Feb 2006 03:09:36 GMT
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What surround sound hub? I use Headphones that have adjustable volume, because headphones make the best surround.

csskiller: yes it is a build in stock card on my Notebook Computer. Do you now how to set it up for a good surround sound?

Subject: Re: Music in Multi-player
Posted by [NE]Fobby[GEN] on Sat, 25 Feb 2006 03:59:35 GMT
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Yeah the music on our server is actually a server side mod, as well as some other unique aspects included. Thank you for complimenting our Warzone

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Subject: Re: Music in Multi-player
Posted by terminator 101 on Sat, 25 Feb 2006 05:26:05 GMT
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Questions:
1. How long has been [NE] Public Warzone running this mod?
2. How many other servers have it?
3. Why sometimes there is music, and some times there is not? Do the moderators turn it on and off whenever they want?

Subject: Re: Music in Multi-player
Posted by [NE]Fobby[GEN] on Sat, 25 Feb 2006 15:42:41 GMT
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The server's been running the mod ever since we got the server back up a couple months ago.

I don't know if any other servers have it, there might be a couple, but again I'm not quite sure.

There's always music on our server, so I don't know why you don't hear it sometimes.

Subject: Re: Music in Multi-player
Posted by Nightma12 on Sat, 25 Feb 2006 18:06:33 GMT
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how do u do this?

the music is chosen randomly? or is it map specific, i might add soemthing like this into NR 3.0

Subject: Re: Music in Multi-player
Posted by AmunRa on Sat, 25 Feb 2006 19:30:54 GMT
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if all the music is Renegade related, I know exactly how you do it, otherwise i dunno

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Subject: Re: Music in Multi-player
Posted by JeepRubi on Sat, 25 Feb 2006 19:33:54 GMT
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For the musics problem, turn down the music on your computer and up on your headphones. I had the same problem and thought it was my headphones.

Subject: Re: Music in Multi-player
Posted by Aprime on Sat, 25 Feb 2006 20:29:22 GMT
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Integrated sound chipsets fts.

Subject: Re: Music in Multi-player
Posted by m1a1_abrams on Sat, 25 Feb 2006 21:06:33 GMT
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I also wondered why there was no music to turn on/off in multiplayer Renegade. There was music in multiplayer for all the other games wasn't there? It sucks because there are some good old fashioned C&C tunes in the Renegade soundtrack... but it's easy to forget Renegade had a soundtrack at all, since the tracks only play for a specific level. The new version of "Act On Instinct" was pretty cool, but it's only in the Raveshaw boss battle for some reason.

Subject: Re: Music in Multi-player
Posted by Crimson on Sat, 25 Feb 2006 21:16:41 GMT
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All CP2 servers now have the ability to play music -- it's just up to the server owners to have a regulator that will issue the new sound-related commands.

Subject: Re: Music in Multi-player
Posted by PackHunter on Sat, 25 Feb 2006 21:22:29 GMT
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I think what you heared was the soundtrackplayer. The soundtrack player is one of Mac's babies.

It is a (non-working) feature in cp2 now I think. When the client has cp2 too, you can even play, stop and skip forwards and backwards.

Mac and I made the first version of the soundtrackplayer a year or so back for his server. It used to play some mp3's from the C&C series that Mac selected. Mac made some changes to brenbot too so you could see in IRC which track was playing. Client and server both needed those MP3's. Selecting Renegade single player music makes sence though, since you wouldn't need to download music if you want to hear it. But due to some client side bug it used to crash the client, and nothing was ever really done with this. MP servers had this too though a while back I think.

The ingame controls for the player came with the handles in cp2. Mac gave it to some of us for testing when he was still doing stuff. It looked to be working allright and I don't believe it crashed me. I came across some of the code in the latest scripts version. It looked very diffrent though from the first version.

You used to enable it in the server2.ini. I don't think it still works that way now though. When looking at the recent serverside cp2, the server is making a file named soundtrack_names.ini. And in the new ssaow.ini there are some settings:

; EnableSoundtrack=
; Do not enable this.

EnableSoundtrack=0

; SoundtrackPlayforall=
; bleh blah

SoundtrackPlayforall=0

; SoundtrackShowpage=
; bleh blah

SoundtrackShowpage=0

Do not enable this. suggests to me it was never really finished though, allthough it looked pretty finished to me when Mac showed it. That's pretty much all I know about this.

Subject: Re: Music in Multi-player
Posted by Kanezor on Sat, 25 Feb 2006 21:31:50 GMT
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PackHunter wrote on Sat, 25 February 2006 15:22I think what you heared was the soundtrackplayer.
If he's indeed talking about [NE] Public Warzone, then perhaps... or perhaps not. I do frequently like to pop into renrem and start doing snda <musicfile>. That command is (I think) part of SSAOW, and does work very well.

By the way, in case you don't know, you can play any MP3 or WAV file that is in your always.dat file. Months ago I used XCC Utilities and extracted all sounds out of always.dat, some 500+ MB of them, then categorized them (it didn't take *too* long, most of them have similar names for descriptions). Most of the sounds are (seemingly) unused concept art of voices.

Subject: Re: Music in Multi-player
Posted by PackHunter on Sat, 25 Feb 2006 21:45:26 GMT
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Offcourse it is possible they made their own too. A simple snda was roughly how the first version worked. Only thing was we had to add some stuff to read the length information from the MP3's to know how long the timer was going to be for starting the next. And some stuff to read the settings from server2.ini and some to randomize the songs. But not all that terribly hard to do.