
Subject: Own music on FDS?

Posted by [zorid](#) on Tue, 24 Apr 2007 13:59:56 GMT

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Hi all,

Just wondering, Is there a way of putting my own music files on my fds?
If so could someone tell me how to do it.

Thanks

Subject: Re: Own music on FDS?

Posted by [Carrierll](#) on Tue, 24 Apr 2007 15:33:55 GMT

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While it is possible to place music (.mp3) files within both your own, and your server's data folder, these files will NOT be transfered to the client and they won't hear them.

If you include them in a map (*.mix) or mod package (*.pkg) any client with that map or package will hear them.

In Renegade, the gamer must find the files for themselves, the game client and server do not transfer files.

Subject: Re: Own music on FDS?

Posted by [zorid](#) on Wed, 25 Apr 2007 13:45:13 GMT

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Thanks for your good advise, but how do you mix music with a .mix file?

Subject: Re: Own music on FDS?

Posted by [Carrierll](#) on Wed, 25 Apr 2007 20:22:34 GMT

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That is not something I can answer.

Edit - try asking the mod forum populace, or look at www.ren-help.net

Subject: Re: Own music on FDS?

Posted by [R315r4z0r](#) on Tue, 24 Jul 2007 04:27:21 GMT

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You are unable to play your own music on an FDS for everyone in the server to hear.

The only possible way that someone in the server would hear the music(any music) is if they had some sort of mp3 in their data folder named exactly what you issued to play.

But if you were to play say something from the single player missions, like "Command&conquer.mp3," everyone in the server has this file, because it is woven into Always.dat. And if you tell it to play this file (or any other music file already in the game) then everyone on the server will hear it.
