
Subject: Background Music For Multiplay
Posted by [Sanada78](#) on Tue, 15 Jul 2003 13:27:44 GMT
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I was just wondering if the clients connected to a server play hosting a map with background music enabled will actually hear it. I have set up a sound object that has been configured to play the sound track "Command&Conquer" from the Always.dat file. It's been set up to "Music" and placed in the centre with the sound distance set correct. I just want to know if everyone playing the map could hear it with their music volume up. I ask this as I noticed Conquest Winter plays the sound track "OnYourFeet" during a one player LAN but never does while online.

Subject: Background Music For Multiplay
Posted by [Vitaminous](#) on Tue, 15 Jul 2003 15:41:04 GMT
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Hum...
From my garbage maps...I can't really help you.

But I know that it is possible to add background music that can be heard by other players, but it has to be done differently...Hum...Maybe General_Havoc could help on this one...

Subject: Background Music For Multiplay
Posted by [bigwig992](#) on Tue, 15 Jul 2003 16:51:10 GMT
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From what I've noticed, you can add music in the level settings tab (where you change the weather and stuff) but only the host can hear it. But adding in music as a sound effect is a different story. Throw it in as a sound effect, set as many times you want it to play (don't let it get old) and go test it with a friend. I'm pretty sure it will work, because I've done it with one of my crap maps and tested it with a friend.

Subject: Background Music For Multiplay
Posted by [Vitaminous](#) on Tue, 15 Jul 2003 17:59:22 GMT
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That's what I was thinking too
