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| **Sound for your SP Map!** |
| **What we are going to do:** |
| Okay, I know you are having a hard time w/sound in your Single Player Maps, so w/help from [NathanielPT](mailto:locutusofbeira@yahoo.com), we can now solve this problem!So Read on! |
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| **Get Going!** |
| "Some people are having trouble getting sound in their single player levels! This is a big problem. It stupped me for quite awhile. The other day I stumbled upon a document called  "BASIC SCRIPTS.doc". It was with MOHAATools.zip, but I had some how managed to miss it. Inside I found a tidbit on sound for single player levels that was very helpfull. Here is what I found:  3. Note: The filename of your level is important, when  creating a singleplayer level you begin the filename like  so: m1l1, m1l2, etc. If you don't name it in this fashion  the sounds for the level/game will not be used. When creating  a multiplayer map, simply placing the files in the maps/dm  or maps/obj will make sure the level loads sounds correctly.  To add additional sounds from singleplayer to multiplayer  you'll have to edit the ubersound.scr file from one of the  game's pak#.pk3 files to include the specific sound.  Note: m#l# ^ This is a little "L".  This is not the ultimate answer however. By prefixing your map filename with "m#l#\_" you only get the sounds used in the mission #, level #, your prefixed you map filename with. I then began to study the "ubersound.scr" inside I found that all map filenames if prefixed with "test\_" will give you every single sound in the game. That's it my friends. It is that simple! Just give your maps a file name like "test\_yourmapname.map" and you level will play all the sounds correctly.  Just to make sure, I would prefix all multiplayer maps with "test\_" just to be sure you get all your sounds.  That's all for now."   -Nathaniel T.  Thanx Nate for contributing to the world! Keep up the great work!!!!!!!!!!!!! |

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