

## **Music For Map**

**What we are going to do:**

Going to add some music to your map!

**Get Going!**

I am working w/a map named music, I saved it as music and my .scr will be named music.scr

Okay, all you have to do is open you .scr file and make sure these are set. Make sure you have set!

```
// Rage in a Cage
// ARCHITECTURE: Cody "Nemesis" O.
// SCRIPTING: Cody "Nemesis" O.
main:

// set scoreboard messages
setcvar "g_obj_alliedtext1" "Rage in a Cage"
setcvar "g_obj_alliedtext2" ""
setcvar "g_obj_alliedtext3" ""
setcvar "g_obj_axistext1" "Rage in a Cage"
setcvar "g_obj_axistext2" ""
setcvar "g_obj_axistext3" ""

setcvar "g_scoreboardpic" "none"

// call additional stuff for playing this map round based is needed
if(level.roundbased)
thread roundbasedthread

exec global/exploder.scr

level waitTill prespawn

/** Precache Dm Stuff
exec global/DMprecache.scr

level.script = maps/dm/
exec global/ambient.scr

//$world farplane 5000
//$world farplane_color (.333 .333 .329)

level waittill spawn

end
```

Okay, now open Notepad and make this:

```
path sound/amb_stereo <---path where the file is

normal Amb_M5_BridgeInt.mp3 // Plays over entire level <---Name of
file

!normal volume 1
!normal loop
```

