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| **Music For Map** |
| **What we are going to do:** |
| Going to add some music to your map! |
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| **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 the RED 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/music.scr exec global/ambient.scr music  //$world farplane 5000 //$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  //Music Recommendation //mus\_09a\_action.mp3  //Just in case we can get multiple ambiences working... //normal Amb\_M5\_BridgeInt.mp3 // Player Start //!normal volume 1 //!normal loop |   Great, now save this as "music.mus"  Good, now open PacScape and make these directories:  "maps" then in maps make "dm" and place "your-map.bsp" file and "your-map.scr" file Make another folder named "music" and put your "music.mus" file in it:  http://web.archive.org/web/20040107090001im_/http:/users.1st.net/kimberly/Tutorial/music/1.jpg  http://web.archive.org/web/20040107090001im_/http:/users.1st.net/kimberly/Tutorial/music/2.jpg  There you go. Save it as music.pk3 in your main folder. Also, move your .bsp for your file out of the dm folder, move it anywhere but there!  http://web.archive.org/web/20040107090001im_/http:/users.1st.net/kimberly/Tutorial/downloadable.jpg |