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Subject: new stuff in scripts.dll 2.1 for users and/or server owners

Posted by [Nightma12](#) on Wed, 16 Feb 2005 17:13:52 GMT

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AlkalineHey, so if I am understanding this correctly, we can make music sound tracks for players from the music in the game?

Cool, I always hated the fact renegade had no music in it...

some map like river canyon had music that would play in single player LAN mode but not online multiplayer...

Would be nice to have the feature of playing single player mission music on multiplayer maps.

im creating a !jukebox command for NR

im going to make it as customizeable as possible by the server owner, including add your own music, etc (the client will have to have the sound track in there data folder though unless only Renegade music is used)

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