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Subject: Re: Music in Multi-player

Posted by [PackHunter](#) on Sat, 25 Feb 2006 21:22:29 GMT

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I think what you heard was the soundtrackplayer. The soundtrack player is one of Mac's babies. It is a (non-working) feature in cp2 now I think. When the client has cp2 too, you can even play, stop and skip forwards and backwards.

Mac and I made the first version of the soundtrackplayer a year or so back for his server. It used to play some mp3's from the C&C series that Mac selected. Mac made some changes to brenbot too so you could see in IRC which track was playing. Client and server both needed those MP3's. Selecting Renegade single player music makes sense though, since you wouldn't need to download music if you want to hear it. But due to some client side bug it used to crash the client, and nothing was ever really done with this. MP servers had this too though a while back I think.

The ingame controls for the player came with the handles in cp2. Mac gave it to some of us for testing when he was still doing stuff. It looked to be working alright and I don't believe it crashed me. I came across some of the code in the latest scripts version. It looked very different though from the first version.

You used to enable it in the server2.ini. I don't think it still works that way now though. When looking at the recent serverside cp2, the server is making a file named soundtrack\_names.ini. And in the new ssaow.ini there are some settings:

```
; EnableSoundtrack=  
; Do not enable this.
```

```
EnableSoundtrack=0
```

```
; SoundtrackPlayforall=  
; bleh blah
```

```
SoundtrackPlayforall=0
```

```
; SoundtrackShowpage=  
; bleh blah
```

```
SoundtrackShowpage=0
```

Do not enable this. suggests to me it was never really finished though, although it looked pretty finished to me when Mac showed it. That's pretty much all I know about this.

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