
Subject: Re: Music in Multi-player
Posted by [Kanezor](#) on Sat, 25 Feb 2006 21:31:50 GMT
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PackHunter wrote on Sat, 25 February 2006 15:22I think what you heard was the soundtrackplayer.

If he's indeed talking about [NE] Public Warzone, then perhaps... or perhaps not. I do frequently like to pop into renrem and start doing snda <musicfile>. That command is (I think) part of SSAOW, and does work very well.

By the way, in case you don't know, you can play any MP3 or WAV file that is in your always.dat file. Months ago I used XCC Utilities and extracted all sounds out of always.dat, some 500+ MB of them, then categorized them (it didn't take *too* long, most of them have similar names for descriptions). Most of the sounds are (seemingly) unused concept art of voices.