Posted by thrash300 on Sun, 29 Oct 2006 02:42:09 GMT
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Merovingian wrote on Sat, 28 October 2006 11:45Console command: musica <mp3 name> OR snda <wav name>.

Known differences:
musica can/will play .wav files but will repeat them.
snda was designed to play .wav files but since they use the same codec it can play .mp3 files too.
snda will play tracks once
musica will play tracks over and over untill "nomuisca" is 'heard' or the track is different.

Music files:
; Command and Conquer   = M01 = 01-command&conquer.mp3
; Packing Iron   = M02 = 02-packing iron.mp3
; Ammo Clip   = M03 = 03-ammoclip.mp3
; Industrial Ambient   = M04 = 04-ambient industrial.mp3
; Move it   = M05 = 05-moveit.mp3
; On Your Feet   = M06 = 06-onyourfeet.mp3
; Got A Present For Ya'   = M07 = 07-got a present for ya.mp3
; Sniper   = M08 = 08-sniper.mp3
; Sneak Attack   = M09 = 09-sneakattack.mp3
; Stomp   = M10 = 10-stomp.mp3
; Beach   = M11 = 11-ambient beach.mp3
; Defunkt   =   = defunkt.mp3
; In The Line Of Fire   =   = in the line of fire.mp3
; Mechman's Revenge   =   = mechmansrevenge.mp3
; Raveshaw Act On Instinct =   = raveshaw_act_on_instinct.mp3
; Renegade Jungle   =   = renegadejungle.mp3
; Sakura Battle Theme   =   = sakura battle theme.mp3
; Sakura Dogfight   =   = sakura_dogfight.mp3
; Stop Them Again   =   = stopthemagain.mp3
; Options Screen   =   = options screen.mp3

These are great things, THANKS, but I wanted to know how to play the music that is coded into maps. For example: I belive that C&C_Snow.MIX has limp biskit coded into it.

EDIT: By the way, how did you make the screen green?