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Subject: A few questions here

Posted by [c0vert7](#) on Fri, 01 Jun 2007 18:34:09 GMT

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Well ill start off by saying, I am in the process of making a giant recon racing map that has been tested out so far with 6 people and they all loved it. There is plenty of scenery and so on. Well theres like 3 ramps along the track and I wanted to put the general lee dixie horn from the dukes of hazzards on the recon/buggy. How would I go about setting it so it plays the sound when you fire your weapon.

Second question is, I added a huge playlist of 16 songs which totals out at liek 60 minutes of random songs until it repeats itself. But you can barely hear it when you spawn. And you cant even hear it when ur in a recon or a buggy. I have the sound settings drop off at 900 and max volume at 900 (map is 800x800) and the volume up to 100. I also have the settings of the sound setup high as I can but dont know what all I need to do. I was told to use the program I use to compile the music together and max the volume out.

So I went back and did this and it was at about 60% volume (using windows movie maker for it) and I put the volume up to 100% still nothing. I would really apperciate some insite from some of you guys as to wat to do. I know its possible to make it louder seeing as the map nightclub was louder than crap. Thanks in advance.

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