Subject: Re: Music in the Buildings
Posted by LeeumDee on Sat, 03 Oct 2009 00:50:07 GMT

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I'm sure it's possible with LevelEdit.
I've recently attempted to add certain sounds to custom maps in LE, however they never get put into the mix after importing for me.

I'm not sure if it's actually not working, or just looking for the mp3 in the mix, which of course would be simple to add. I just haven't bothered to check yet