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Subject: Re: Music in the Buildings

Posted by [Good-One-Driver](#) on Sat, 03 Oct 2009 01:40:02 GMT

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LeeumDee wrote on Fri, 02 October 2009 19:50 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

it is very simple i added it to my map and every building has music

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