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Subject: Re: Music in the Buildings

Posted by [LeeumDee](#) on Sat, 03 Oct 2009 18:05:59 GMT

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Good-One-Driver wrote on Sat, 03 October 2009 02:40LeeumDee wrote on Fri, 02 October 2009 19:50I'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

Is that before or after i told you how you could 'move'?

I know how to do it, it's just bugged for me for some reason.

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