Subject: Re: Playing Music Bug
Posted by halo2pac on Fri, 27 Apr 2012 00:45:52 GMT
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Jerad Gray wrote on Mon, 23 April 2012 13:33I'll confirm that if you join a game after someone started music it won't play for your client, but I've never had issues with it not playing for all clients when everyone is in game (unless the last played .mp3 had issues with its save, then sometimes it won't loop and shit like that; however, that's hardly Ren's fault).

Edit: And I completely misread that.

The MP3/Wav files were saved correctly. On a kill I am playing a sound either per player or to everyone, and it seems to skip for a few including my self sometimes.