Subject: Music Soundtrack?
Posted by [trunkskgb](#) on Wed, 22 Jun 2005 17:51:54 GMT
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In the options menu of Renegade is the volume control for music. However there is no music, unless you're playing single player. Is it possible to make a soundtrack including all the Renegade songs and maybe some from Tiberian Sun into the game? This way, you can pick what song you want to hear at anytime AND adjust the volume during multiplayer gaming?

In single player you cannot chose what song is playing. They are played automatically, but...can we make this possible in future patches?

Subject: Re: Music Soundtrack?
Posted by [Aircraftkiller](#) on Thu, 23 Jun 2005 09:02:45 GMT
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Yeah, it's called WinAmp.

Subject: Re: Music Soundtrack?
Posted by [Goztow](#) on Thu, 23 Jun 2005 10:15:57 GMT
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First lesson in how to get a mega huge patch: put music in it!

Subject: Re: Music Soundtrack?
Posted by [flyingfox](#) on Thu, 23 Jun 2005 11:30:38 GMT
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No, the single player music is embedded into each MIX file. You can't do anything to it. You must turn music off in Renegade and play music externally.

Subject: Re: Music Soundtrack?
Posted by [=HT=T-Bird](#) on Thu, 23 Jun 2005 12:07:15 GMT
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flyingfox wrote on Thu, 23 June 2005 06:30No, the single player music is embedded into each MIX file. You can't do anything to it. You must turn music off in Renegade and play music externally.

Hint: Think RenegadeEx.

Subject: Re: Music Soundtrack?
Posted by Zonekill9 on Thu, 23 Jun 2005 16:43:52 GMT
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I use XmPlay. It's nice, small, but if the titles are too large, you may have problems reading them directly from the list.

You can set HotKeys to pause/change tune/whatever too

Subject: Re: Music Soundtrack?
Posted by trunkskgb on Fri, 24 Jun 2005 03:27:03 GMT
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Your sarcasm is not helping, and ACK... stfu.

Subject: Re: Music Soundtrack?
Posted by mac on Fri, 24 Jun 2005 14:05:12 GMT
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I have had a server side soundtrack player for ages that plays a specific mp3 playlist.. along with about 20-30 C&C soundtracks.

works very well, it's just a little bit too unstable to be released. the renegade client doesn't like the mp3s very much..

Subject: Re: Music Soundtrack?
Posted by trunkskgb on Fri, 24 Jun 2005 23:07:26 GMT
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mac wrote on Fri, 24 June 2005 10:05I have had a server side soundtrack player for ages that plays a specific mp3 playlist.. along with about 20-30 C&C soundtracks.

works very well, it's just a little bit too unstable to be released. the renegade client doesn't like the mp3s very much..

Oh? So does that mean with a little bit of tuning it could be a decent program?

Subject: Re: Music Soundtrack?
Posted by mac on Tue, 28 Jun 2005 09:07:26 GMT
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Look in soundtrack.cpp/.h in the current SSAOW code.