
Subject: Problem with JFW_Fade_Background_Music_On_Custom
Posted by [Jerad2142](#) on Thu, 06 Jul 2006 20:17:02 GMT

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I was just wondering how do you get JFW_Fade_Background_Music_On_Custom to work? Do the music files have to be in .wav instead of .mp3 format or what. And what do the unknown values do (the read me isn't very specific).

Subject: Re: Problem with JFW_Fade_Background_Music_On_Custom
Posted by [IronWarrior](#) on Fri, 07 Jul 2006 03:29:03 GMT

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Jerad Gray wrote on Thu, 06 July 2006 15:17: I was just wondering how do you get JFW_Fade_Background_Music_On_Custom to work? Do the music files have to be in .wav instead of .mp3 format or what. And what do the unknown values do (the read me isn't very specific).

They all gotta be in .wav format.

Hmm you got music to work`?

When I tried to add music to my maps, they wouldnt work, but my coop maps are server side.
o.o

Subject: Re: Problem with JFW_Fade_Background_Music_On_Custom
Posted by [Jerad2142](#) on Fri, 07 Jul 2006 03:40:06 GMT

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Yes I did but all my music files are in .mp3 format (its much smaller like 1 MB compared to 10 MB for wave), just make sure that when you name your music files that you put what type of file it is one the end (EX. Music.mp3). The main problem I have with JFW_Fade_Background_Music_On_Custom is that I can't get the music to fade out.
