Subject: Music in the Buildings
Posted by Altzan on Fri, 02 Oct 2009 23:49:18 GMT
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How hard would it be to add custom music inside the game's buildings? For instance, have the sound file AGT.mp3 playing by the AGT's MCT ingame and just that building, and changing nothing else.

I know some building edits out there have mp3's attached to the buildings, but it'd be cool to have for the normal ones.

And also, would it lag the game too much?

Subject: Re: Music in the Buildings
Posted by wubwub on Fri, 02 Oct 2009 23:57:33 GMT
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It would be easy and difficult at same time.

You hav to add each indivdual texture to the meshes. (if u are useing mgagt_ag_2 like most do)

unless u could use a different interior file i spose it could be easier that way

Subject: Re: Music in the Buildings
Posted by LeeumDee on Sat, 03 Oct 2009 00:50:07 GMT
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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

Subject: Re: Music in the Buildings
Posted by Altzan on Sat, 03 Oct 2009 00:59:35 GMT
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Thanks

There's a tut Di3 wrote about adding sounds to objects, but it's kinda complicated, although workable. I'd just need to know the W3D's of the MCT's or somesuch from each building.

It's possible for sure, Di3 did it for his party buildings and stuff, I just kon't know how he did it

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 19:50I'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

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Subject: Re: Music in the Buildings
Posted by Altzan on Sat, 03 Oct 2009 01:44:03 GMT
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Yeah... I was kinda hoping it could be an edit that applied to all maps that have the buildings (like the party buildings, again). I could open the default maps in LevelEdit and add them there, but 1) that would be annoying and 2) I have some map replacements (like Leeumdee's) that I don't want to lose.

Subject: Re: Music in the Buildings
Posted by wubwub on Sat, 03 Oct 2009 13:50:58 GMT
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i do it in renX/ 3ds max and there it happens on all maps. I just need to pick a decent file with out a lot of textures such as the MCT. i may just do it for you

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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.

Subject: Re: Music in the Buildings
Posted by Altzan on Sat, 03 Oct 2009 18:10:22 GMT
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WubWub wrote on Sat, 03 October 2009 15:50i do it in renX/ 3ds max and there it happens on all maps. I just need to pick a decent file with out a lot of textures such as the MCT. i may just do it for you

If you wanted to then OK But if I knew the W3D names I could do it as well.
Whichever suits you
And thanks, of course.

Subject: Re: Music in the Buildings
Posted by R315r4z0r on Sat, 03 Oct 2009 18:35:12 GMT
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There are script zones that play sounds to those who are inside (or stop sounds to those who are inside).

Subject: Re: Music in the Buildings
Posted by Altzan on Sat, 03 Oct 2009 21:37:42 GMT
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I managed music in the GDI buildings utilizing some of the files from Di3's party buildings. Naturally I wouldn't "release" (there is nothing to release anyway, it's jsut using certain files from the pack) without Di3's permission.
And it's only for GDI

EDIT: I might be able to do it for Nod, I'll probably check the possibility out later.

Subject: Re: Music in the Buildings
Posted by Di3HardNL on Sun, 04 Oct 2009 08:53:35 GMT
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go ahead and release it

For the mct's you find in all interiors search the files that end with ag_

If you can't manage to add the music I could make a gmax scene as sample

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Subject: Re: Music in the Buildings
Posted by Altzan on Mon, 05 Oct 2009 13:08:19 GMT
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I'll let your site get some traffic, for those who want this.

If you want music playing in the GDI buildings but don't want to party-deck them out, download Di3's GDI party buildings pack on his website and delete all the files except the ones listed below.

Quote:mgagd_ag_3n.W3D
mgbar_ag_3n.W3D
mgpwr_ag_3n.W3D
mgref_ag_3n.w3d
mgwep_ag_3n.W3D

Those files are the MCT's themselves.

Quote:PP_music.w3d
REF_music.w3d
AGT_music.w3d
Bar_music.w3d
Wf_music.w3d

These files are attached to MCT's and play the music.

Quote:PP_music.mp3
REF_music.mp3
WF_Music.mp3
AGT_music.mp3
BAR_music.mp3

These are the music files.
REPLACE these with music of your choice, and be sure the names match!

Quote:REF_chick.TGA
WF_chick.tga
AGT_chick.tga
BAR_chick.TGA
PP_chick.TGA

And, of course, these textures scroll across the MCT's