Posted by Sanada78 on Tue, 15 Jul 2003 13:27:44 GMT
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I was just wondering if the clients connected to a server play hosting a map with background music enabled will actually here it. I have set up a sound object that has been configured to play the sound track "Command&Conquer" from the Always.dat file. It's been set up to "Music" and place in the centre with the sound distance set correct. I just want to know if everyone playing the map could here it with their music volume up. I ask this as I noticed Conquest Winter plays the sound track "OnYourFeet" during a one player LAN but never does while online.