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Subject: Quick question

Posted by [warranto](#) on Tue, 21 Sep 2004 21:38:23 GMT

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Is it possible to add a music file to a vehicle, either in a new map, or with the perviously made maps, so that it will play once when you enter, and stop when you exit?

ie. get in the humvee and have it play Flight of the Bumblebee. Client side only, of course.

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Subject: Quick question

Posted by [Spice](#) on Tue, 21 Sep 2004 21:48:32 GMT

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Maybe with scripts. It would have to be on a level you created, Though and add the script.

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Subject: Quick question

Posted by [theplague](#) on Wed, 22 Sep 2004 07:57:16 GMT

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even if it worked, your players will need to download "Flight of the Bumblebee" (for a current map that is)

for new maps, attach a pocked script to the veichels

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Subject: Quick question

Posted by [Sir Kane](#) on Wed, 22 Sep 2004 08:06:58 GMT

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He probably wants it for himself only.

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Subject: Quick question

Posted by [warranto](#) on Wed, 22 Sep 2004 10:29:00 GMT

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In the ideal world, it would be for whoever wanted it; and I was hoping it could be done via an outside program (much like Blazer's sound "modifications").

I'm sure some of you may remember my attempt at making a "map", which met with extreme failure, so that way is most definately not an option. Unless someone wants to take this idea and use it in one of their own maps. (Credit given, in this case, please).

It's too bad though; I had some great ideas for which piece would go with each vehicle.

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Subject: Quick question

Posted by [Sir Kane](#) on Wed, 22 Sep 2004 10:45:50 GMT

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It's easily possible.

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Subject: Re: Quick question

Posted by [Deactivated](#) on Wed, 22 Sep 2004 11:37:07 GMT

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le. get in the humvee and have it play Flight of the Bumblebee. Client side only, of course.

Simply replace the existing wav file.

Find your favourite wav file and name it like eg. tank\_flame\_start.wav , tank\_flame\_idle.wav , tank\_flame\_stop.wav . Put it in Data directory.

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Subject: Quick question

Posted by [Dethdeath](#) on Wed, 22 Sep 2004 11:37:18 GMT

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Replace the engine sound of the vehicle you want to hear the music in with your music...

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Subject: Quick question

Posted by [warranto](#) on Wed, 22 Sep 2004 11:48:17 GMT

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The thing is, I don't want to replace the existing engine sound. (I knew how to do it if I wanted to take that route... I'm not THAT dumb ). I just wanted to attack it so that it played once (not repeated) when you enter the vehicle.

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Subject: Quick question

Posted by [Sir Kane](#) on Wed, 22 Sep 2004 12:34:53 GMT

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That (not being repeated) makes it even easier.

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Subject: Re: Quick question

Posted by [Alkaline](#) on Wed, 22 Sep 2004 13:09:18 GMT

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SeaManwarrantols it possible to add a music file to a vehicle, either in a new map, or with the perviously made maps, so that it will play once when you enter, and stop when you exit?

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Simply replace the existing wav file.

Find your favourite wav file and name it like eg. tank\_flame\_start.wav , tank\_flame\_idle.wav , tank\_flame\_stop.wav . Put it in Data directory.

if you did that, every time someone entered a flame tank near you, you would hear the music, it would sound like crap.

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