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Subject: Re: Music in Multi-player

Posted by [PackHunter](#) on Sat, 25 Feb 2006 21:45:26 GMT

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Ofcourse it is possible they made their own too. A simple snda was roughly how the first version worked. Only thing was we had to add some stuff to read the length information from the MP3's to know how long the timer was going to be for starting the next. And some stuff to read the settings from server2.ini and some to randomize the songs. But not all that terribly hard to do.

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