Subject: Re: Own music on FDS?
Posted by CarrierII on Tue, 24 Apr 2007 15:33:55 GMT
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While it is possible to place music (.mp3) files within both your own, and your server's data folder, these files will NOT be transfered to the client and they won't hear them.

If you include them in a map (*.mix) or mod package (*.pkg) any client with that map or package will hear them.

In Renegade, the gamer must find the files for themselves, the game client and server do not transfer files.