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Subject: Re: In-Game Sounds/Music

Posted by [danpaul88](#) on Sat, 04 Aug 2007 20:59:20 GMT

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I did develop a plugin for brenbot to cycle through the mp3 files in the always.dat, but clients with scripts.dll older than about 2.5 wont hear them (and the plugin is designed not to even send it to them), and for some inexplicable reason clients with 2.9.2 crashes, while 3.0 + and 2.6 -> 2.8 work just fine.

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