Subject: SNDA/SNDP client sided.
Posted by Naamloos on Fri, 17 Dec 2004 22:07:27 GMT
View Forum Message <> Reply to Message

Right now they are only usefull for hosts, and so far i have never seen a host use it.

Sometimes when i play i like to hear some background music but this only works when i play alone (or host, but i lag).

Could this be done?

Subject: SNDA/SNDP client sided.
Posted by jonwil on Fri, 17 Dec 2004 23:16:12 GMT
View Forum Message <> Reply to Message

I suggest just playing some music with Winamp or another media player.

I have winamp open in the background when using Renegade and I dont experience problems.

Subject: SNDA/SNDP client sided.
Posted by EA-DamageEverything on Fri, 04 Mar 2005 12:06:12 GMT
View Forum Message <> Reply to Message

take a look into WOL Euro in the evenings, sometimes there is a 8 player game with the Gametitle "Bots -kill them" or stuff like that. Thats my game I host and I ALWAYS play 1 Track from the official Soundtrack which is inside the always.dat...