Music tutorial (custom or otherwise)

By Goos

After getting a headache from trying to add music to a map I searched both here and on the ubisoft FarCry forums and all I got was details of the same problems so I kept at it and finally cracked it. So now I'm posting here for the benifit of those who do not know.

1. First up custom music

Now in FarCry itself just about every track or part of track has both a .wav and an .ogg version of the same piece the reason behind this is apparently to do with sound setting's the user has selected so the ogg files are for high quality music and the wav files are for low quality. To start with I recorded my piece in 44kHz 16bit stereo from there I created an ogg of that recording using one of many conversion tools out there on the web use google and you'll find a few. Secondly I created a wav ADPCM 22kHz 4bit stereo again you will need audio software to get the formats etc to your requirements.

Armed with these 2 files I created a pak file to store them simply called Music2 with a folder inside it called music of course and a folder in that called mymusic and then placed both files in there. Finally I placed my pak file in the FCdata folder for the time being (normally this would be in your mod folder in the appropriate directory) With them in place I moved on to sandbox.

I created a very small map purely for testing purposes which has 4 small rooms very basic. Now, First thing to do is define the area the music is to be played so from the rollup bar I selected area and then shape. I drew around my rooms creating the area required once complete I left the height at 0 so that there is no limit to the height and made sure closed was ticked.

2. Now it's time to set up the music itself

The first thing you should understand about music in Sandbox is that it is very dynamic and most music in game is actually small bits of music mashed together to create the music (although just creating 1 solid track works too) If you have not read the music section in the sandbox manual I suggest you do so now it goes into a fair bit of detail about the dynamics of the music functions. Anyway!

Open the database view if it is not open already(Go to window at the top pulldown menus and select "show data base view") once there go to the music tab right now it has Level in the pulldown menu we don't want that it doesn't seem to work. Click on add library (the icon with the blue plus sign on a piece of paper) and give it a name I personally just called it the same as the map name after that click on add new item (the icon with the pink plus sign on a piece of paper) A theme will now appear called "Theme0" rename it if you wish and right click on it and select "new mood" the theme will expand with a mood in it (name it as well if you wish) expanding the mood will show "pattern set" which in turn has 3 layers in it "Main Layer" "Rhythmic layer" and "incidental layer" (as I said read the music section in the sandbox manual for more info on these) Right now we are only interested in the main layer right click on it and select "new pattern" now to the right you will see filename in the pattern properties. Click on the folder icon there and find your track. Now it should be in the filename space! You can also edit the volume the track plays at from here.

All seems pretty straight forward so far but there are some things still needing set.Go back and click on the theme folder to the right in the theme properties you will need to put the mood name in the "default mood" line which indeed makes that mood the default. Always make sure you type names exactly as they are or you will get into difficulty.

At this point remember the name of the theme your gonna need it for the next step. You can close the database view now if you wish.

Now we need to place something else in the map. In the rollup bar go to "entity" in the list open the sound folder and find "music theme selector" place it on the map just outside the area you had drawn and make sure you can find it. In the entity properties in the rollup bar find the line named "theme" and enter the exact name of your theme in there.

Now select the area that you had drawn at the start. At the bottom of the rollup bar under target entities click on the pick button and select the music theme selector you had just placed the music theme selector should now appear in the box in the rollup bar under target entities.

3. Now this is the point where you get ready to test

When I'm done I always do the following to ensure EVERYTHING works the way it should

Go to tools and...

Reload scripts
Reload textures/shaders
Reload geometry
Reload terrain

Then go to game and...

Generate lightmaps
Generate AI triangulation

Finally go to file and generate surface texture. Once all is right with the world export to engine and save the map.

Thats it! The map should have fully functioning music when the player is in the area that was drawn.

I hope this helped some folk and goodluck modding!

Problems? Have a look at: http://www.crymod.com/index.php?templateid=showposts&fid=11&tid=481