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# Lets Make Music

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It's real simple. Simply drop a MAD or MOD file into the Realmz Music folder. Name the file one of the following names to have it play during the appropriate time.

"Outdoor Music"

Plays as you travel above ground.  
"Indoor Music"

Plays as you travel indoors.  
"Cave Music"

Plays as you travel below ground.  
"Dungeon Music"

Plays as you travel in the 3D Dungeons.  
"Camp Music"

Plays while your camped.  
"Battle Music"

Plays during battles.

"Temple Music"

Plays while you are in temples.

"Treasure Music"

Plays during treasure collection.

"Shop Music"

Plays while you are in shops.

"Items Music"

Plays while you are in the items screen.

"Create Music"

Plays as you create new characters.

If you have music enabled but don't have a music file for any of the above areas, the last music loaded will continue to play as you enter the area.

If you want the same music in multiple areas, just duplicate the music file and rename it to the area you want.

In the MUSIC menu you will notice a list of all the areas where music can play. Only those areas that are checked will play music. NOTE: These settings are kept with the saved game info, so you can have different settings for each saved game.

If you have access to the internet via a web browser, you can find plenty of cool MODs for use as music in Realmz at <http://www.watson.org/mods/>

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