

BetterMusicSystem

version 2.0

BetterMusicSystem is a complete overhaul of the Oblivion music system:

enhanced combat detection, custom music playlists for many locations that can be altered by spell, silence when sneaking... and much more!

FEATURES:

(most of the features can be toggled via the ini file)

- ENHANCED COMBAT DETECTION (more info below)
- CUSTOM MUSIC PLAYLISTS for many locations, factions, cities, regions; for night, underwater, stormy weather and sneaking!
- 7 CUSTOM PLAYLISTS that you can assign via spell or phonograph (see below)
- ASSIGN the 4 DEFAULT playlists to any cell. (yes, battle too!)
- FADING between tracks, music types (explore, public...), playlists
- RESUME of normal music after combat if combat was short
- battle music fades out SLOWLY after combat before normal music fades in slowly too
- music fading out when sneaking (as an alternate to the sneak playlist)
- PAUSE FEATURE: custom pause after each track (that ends after a given time, on a shortcut press, on music type change)
- track names can be printed to the console.
- there is a playlist for the load screens. (otherwise the mod would play the default music for a few seconds before it is able to recognize the target cell) by default it's silence, but you can put any short jingle in here.

THE PHONOGRAPH / THE EMERALD OF MUSIC:

If you place it somewhere, whenever you are in the same cell, it will play a custom playlist which you can choose by activating it. it can use all the playlists that come with BMS, also the ones you have disabled via the ini. you can use as many of it as you want. AND you can use it in ALL EXTERIOR cells too! you can buy these magic items at the Mystic Emporium and at Renoit's in Chorrol.

THE POWER OF MUSIC:

this is a spell that gives you the power to alter the music for a cell, all cells owned by a faction / npc, or for a whole worldspace (including cities!). it does not work in the wilderness. (where you can still use the phonograph though!)

you can also change playlists for predefined locations (e.g. mages guild).

if you want to change a single cell that is owned by a faction you have to use the phonograph or emerald.

ENHANCED COMBAT DETECTION:

(most settings can be altered via the ini file)

START of BATTLE MUSIC

- you must be aware of an enemy. battle music won't warn you about enemies that you can't see yet unless you get hit.
- VoyeurMode: combat is also detected if player is not engaged in a battle that is happening near.
- rats (and very weak enemies) don't trigger battle music at all, unless they hit the player or the player has low health. more then 3 rats will
- trigger combat music though.

END of BATTLE MUSIC

- when you THINK (or don't know if) combat is over. again the battle music won't warn you about further enemies waiting for you in the dark and you will never know if the battle is really over!
- when you are chased by an enemy that is far enough behind you that you can't hear him. and you will never know if he is still behind you!
- music fades out slowly while some adrenaline heartbeat and breath sounds calm down... (depending on combat duration. short combat = short fade out, no heartbeat)
- silence after combat (few seconds) before happy explore flute music restarts

PRECEDENCE OF PLAYLISTS:

some playlists may interfere with others. e.g. if you use night, sneak and chapels... chapels will override night, sneak will override chapels.

playlist	precedence
battle	0
ring of music (future use)	1
sneak	2
storm	3
phonograph / emerald	4
underwater	5
all playlists that are assigned to a location or owner	6
night, night public	7

REQUIREMENTS:

OBSE v0018

<http://obse.silverlock.org/>

Enhanced Music & Control v0.72B (OBSE-Plugin)

<http://www.tesnexus.com/downloads/file.php?id=19772>

SoundCommands v4.0 (OBSE-Plugin)

<http://www.tesnexus.com/downloads/file.php?id=16288>

INSTALLATION:

>> if you are upgrading from version 1.x please refer to upgrade.txt!!

0. be sure the plugins listed under 'requirements' are installed and work! (yes, that means you have to start the game and test it. before you go on!)
1. copy the content of the zip file to your DATA folder. nothing will be overwritten, except older versions of this mod.
2. fill the custom folders with your .mp3-files and delete the dummy.mp3. (only delete the dummy file in that folders!)
3. copy silence.mp3 from "Empty" folder to a playlist folder to get silence for that specific playlist.
4. don't delete any folders in your oblivion music folder! again: don't delete any folders in your oblivion music folder!
5. if you alter the ini, be sure to know what you're doing! it's not to hard, but you have to read all text carefully!

TROUBLESHOOTING:

1. read the readme! many bugs are reported that are actually a feature of this mod! how can one install a mod not knowing what it's doing at all??
2. don't delete any folders in your oblivion music folder! be sure to have at least the dummy.mp3 in every folder!
3. disable BMS and start the game. if the combat music is not fading or your specific problem still exists, it is NOT caused by BMS!
4. if you notice extreme stuttering with BMS not active, but with EMC, it's a windows mp3 codec conflict. search the BMS forums for help.
5. enable BMS and use the default ini file.
6. disable all other mods to find out if another mod is causing a conflict.
7. if your problem persists ask for help.
8. please report any bugs if you really did steps 1-8.
9. don't post apocalyptic messages like:
'since i installed BMS my system keeps crashing!' if you don't know for sure it is caused by BMS! until today, in 10 of 10 cases it's a user mistake.
'the combat music doesn't play anymore!' if you just tried it 2 times attacking a 'rat'. (if you've read the readme you know why.)

KNOWN ISSUES:

1. the storm playlist doesn't work with all weather conditions of all weather mods, but with most. you have to try it.
2. I tried to optimize the combat detection for many mods and player combat styles. it may not fit your's...

CONTACT:

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CREDITS:

many thanks go to:

the OBSE-team

HawkleyFox for 'Enhanced Music & Control' (OBSE-Plugin)

scanti for SoundCommands (OBSE-Plugin)

pk_ for testing and help scripting

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Rathe for permission to use some ideas and lines from 'Musical Immersion'

Strategy Master, who's Inbox is full, but i took some ideas and lines from 'Immersive Combat Music' too, i hope this is okay. :)