by: nannerdw

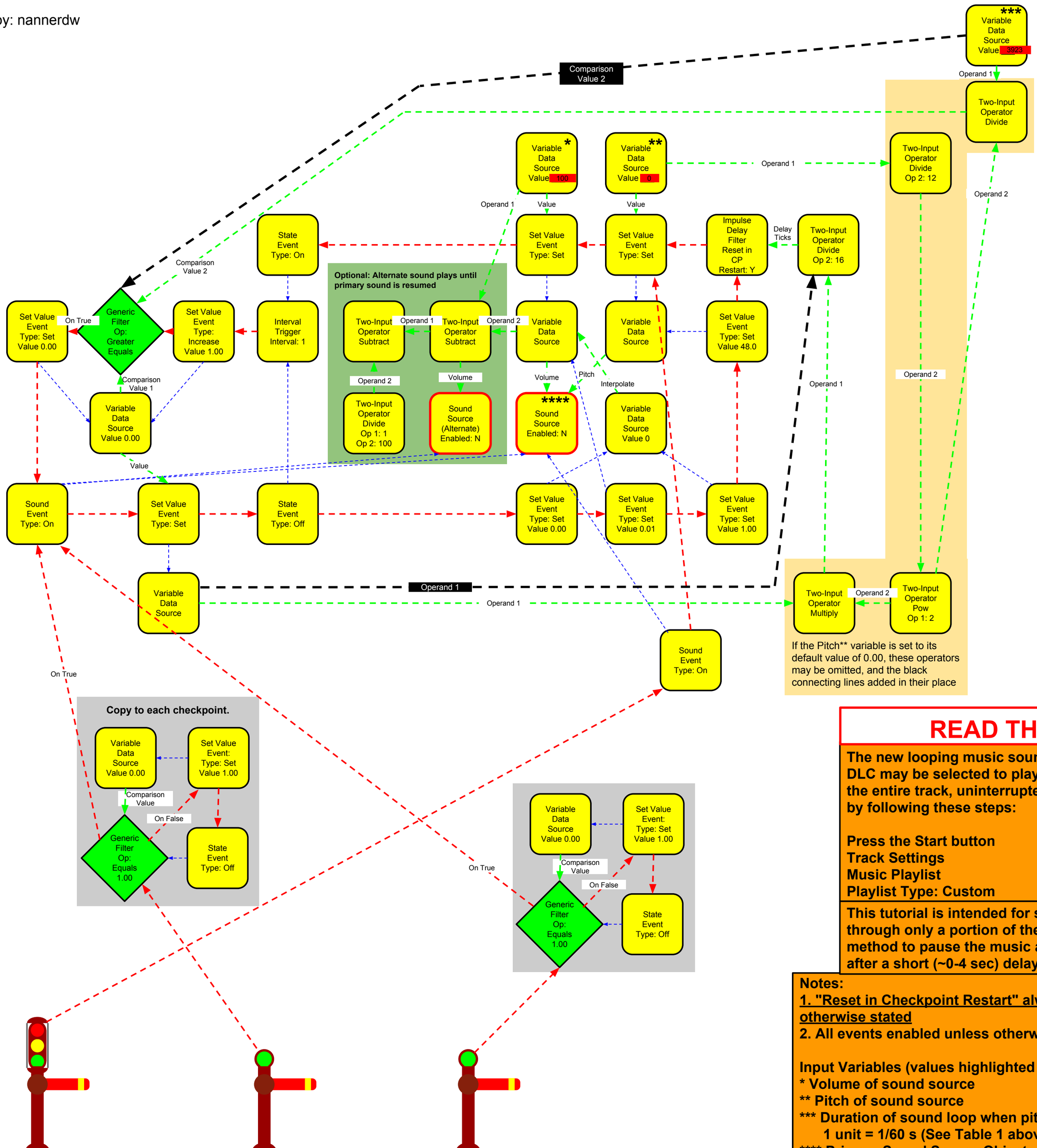

Table 1

Default Duration of Sound Loops

Back to Home	3923
C127+1	3069
C46	3253
CIV20	3864
Circus	2688
Doomed Club	3680
Epic	2412
Fading	4349
HERO	3499
Helsinki Vice	3693
Horror Story	3228
How Much is The Whale	3521
Prince of Scythia	2881
Ride to Joy	3244
Step Dub	3701
Tale of Old Days	3463
Tension	2985
Triumph	3634
Western	3974
Winner of Epicness	2754
Adventure	3462
Blackbeard	3420
Blood and Honor	4158
Dystopia	3798
Flow	3156
Oldies	4224
Reality is Down	5712
Roman Fighter	4962
Salute to Fallen	4920
Salute to Heroes	3468
Scifi Room	4110
Taiko San	3630
Time to Race	4398
TrialsZone	3162
Triangular Fights	4380
Triumph	4080
Triumph to Home	4764
Troops	4110
Western 2	3330
Whiplash	3516

READ THIS FIRST

The new looping music sounds from the Origin of Pain DLC may be selected to play continuously throughout the entire track, uninterrupted by checkpoint restarts, by following these steps:

Press the Start button
Track Settings
Music Playlist
Playlist Type: Custom

This tutorial is intended for sound sources which play through only a portion of the track, or simply as a method to pause the music after each fault and resume after a short (~0-4 sec) delay.

Notes:
1. "Reset in Checkpoint Restart" always disabled, unless otherwise stated
2. All events enabled unless otherwise stated

Input Variables (values highlighted in red may be changed):
*** Volume of sound source**
**** Pitch of sound source**
***** Duration of sound loop when pitch = 0.**
1 unit = 1/60 s (See Table 1 above)
****** Primary Sound Source Object**