



Quick guide to customize your in game music

MUSE allows for you to easily customize your in game music with little effort. It just requires you to drop music files to certain folders and that's it.

Dungeon music

Enter the ***data files*** folder. Then navigate over ***music, MS*** to ***general***. You'll see the ***Dungeon General*** folder. This one is responsible for automatic dungeon detection in game. Drop .mp3 files here you want to play in dungeons.

Regional music

Now we will move to customizing the regional music. Navigate to ***music\MS\region*** and you'll see some folders. That's the music to play in certain regions. If a region doesn't have any music files, it will play default Morrowind explore music.

You've done basic customization, but there's more! You can add more types of music for more variety.

Interior type detection

System can also automatically detect which type of place you are. You can add custom soundtrack for Dwemer ruins, caves, tombs and others. The folders are placed in the ***music\MS\interior***.

Cells

You can add custom tracks for certain cells like cities and special locations. It's all placed in the ***music\MS\cell***.

Air and underwater

Finally, you can add custom tracks for certain cells like cities and special locations. It's all placed in the ***music\MS\general\air*** and ***music\MS\general\underwater***.

Custom configuration files

You can add new music types by making new configuration files.

They are located in **MWSE\config\MS**.

You can look at file templates in **templates** folder.

File name structure

MS_x_your name.json

Music type

r – region

c – cell

t – tileset

o – general overrides

e – enemy

Your name, can write any

Remember to keep the correct json file structure!

```
{
  "item" : "property",
  "itemBoolean" : true,
  "itemNumber" : 5,
  "table" :
  [
    "item1",
    "item2",
    "item3"
  ]
}
```

comma after every item except last
true or false
don't put comma after last item

In case when configuration file is not working – check the **MWSE.log**.