

June Takes Requests

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“June Takes Requests” is an add-on for my mod, June NPC, that lets users choose their own music files for June to play when he’s working in the lobby. Please note that this mod is only compatible with the **no music version** of June. While it will technically work with the other versions, it will waste a whole bunch of unnecessary memory that could be saved by just switching to the no music version instead.

Instructions

1. Select the music files you’d like to use. Since this is for personal use, I recommend using something like a Youtube to audio converter, or one of [these websites](#).
 - For your computer’s sake, try to choose tracks that are as short as possible. I try to set a max for myself of around 2 minutes each. Also, memory-wise, several short tracks are better than one or two really long tracks.
2. If the files aren’t already in OGG format, convert them to it. I personally just use [this website](#) with an ad blocker enabled.
 - Your files **must** be in OGG format in order to play correctly.
3. Open the “June Takes Requests” folder, go to the “[SAAT]” folder, and then the “Audio” folder within that. See the five tracks labeled “Song1”, “Song2”, etc.? Replace them with your tracks, and then rename your tracks in the **exact same way**. (“Song1”, “Song2”, etc.)
4. Hopefully, you also have five songs chosen, in which case you are done! Otherwise, keep reading. (You should probably just try to find five songs to keep it simple.)
5. Go back to the “[SAAT]” folder and open up the file named “tracks.json”. You will see that it has five sections to it - each section is an entry for one song. One song’s entry looks like this (using Song3 as an example):

```
{
  {
    "Id": "Song3",
    "Filepath": "Audio/Song3.ogg",
    "Category": "Music",
    "Settings": {
      "Loop": true,
      "AddToJukebox": false
    }
  },
  {

```

The entire highlighted section comprises one song's entry. As you can see, each entry starts with an open curly brace and ends with a closing curly brace followed by a comma. The comma is included as part of each song's section.

- Note: The first line of the file and the very last line of the file each have a square bracket. These should not be deleted or added to.
6. If you have **fewer** than five songs, delete the entry for each song you do not have. So if you only have three songs, you will have files named Song1, Song2, and Song3, and you should delete the entries for Song4 and Song5 as in the image to the right. Now go to step 8.
 7. If you have **more** than five songs, see the text to the right below. The text below comprises one song entry. Copy and paste it after Song5 but before the closing square bracket at the very end of the file as many times as needed (ex. twice more if you have two more songs to add, i.e. seven songs in total) and then replace the "X" with the correct number. Remember that there can be no duplicate entries - each song must have its own number.
 8. After saving your changes to the file, go to the "[CP]" folder within the "June Takes Requests" folder, open the file called "content.json". The "DynamicTokens" section of the file has a variable called "RANDOMMUSIC" - this is Content Patcher's way of randomly selecting the music June plays. The list of songs in line 15 is the valid list of audio files it can select from.
 9. If you have **fewer** than five songs, delete the name of the songs that you deleted in part 6. If you have **more** than five songs, add the name of the songs you created in part 7 to the list, as in the image below.
 10. Save your changes to this file as well. If you completed all these steps correctly, you should be done and good to go. Please post on the mod page if you have any questions.

```
{
  "Id": "Song3",
  "Filepath": "Audio/Song3.ogg",
  "Category": "Music",
  "Settings": {
    "Loop": true,
    "AddToJukebox": false
  }
},
{
  "Id": "Song4",
  "Filepath": "Audio/Song4.ogg",
  "Category": "Music",
  "Settings": {
    "Loop": true,
    "AddToJukebox": false
  }
},
{
  "Id": "Song5",
  "Filepath": "Audio/Song5.ogg",
  "Category": "Music",
  "Settings": {
    "Loop": true,
    "AddToJukebox": false
  }
},
}
```

```
"DynamicTokens": [
  {
    "Name": "RANDOMMUSIC",
    "Value": "{{Random:Song1, Song2, Song3, Song4, Song5, Song6, Song7}}",
  },
]
```

The RANDOMMUSIC variable edited to have capability for seven possible songs.