



Support: Stv233.pro/en/me/
Other product: Stv233.pro/en/GameGuru-Scripts/
Profile in the store: www.tgcstore.net/seller/247179
Website: Stv233.pro/en/

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Adding an add-on to a level

Add inventory to the level according to the "Adding inventory to a level" section of the Advanced Inventory System Guide.

Place any entity on level. Change the properties of this entity:

- **StaticMode** on No
- **AlwaysActive** on Yes
- **Main** on stv233 \ ais \ Add-ons \ stv233_ais_MusicDiscs.lua

Creating a music disc

Creation of a music disc follows the "Creating items" section of the Advanced Inventory System manual, with a few exceptions.

The "ItemType" line of the init.dat file should look like

ItemType = 4

The "ItemEffect" line of the init.dat file should look like

ItemEffect = MusicPath

Where "MusicPath" is a relative path to a sound file of type .wav



The location of the files in the music disc folder

```
ItemType=4
ItemEffect=Just-Dance-Patrick-Patrikios.wav
EffectCount=0
Icon=img.png
CanDeleted=0
Description=des.txt
```

init.dat file for the music disc.