

Guide: Adding Your Own Music to the Portable Radio

1. Unpack the Mod

Before adding your own music, you must extract the mod from the ZIP file. You always work in a normal folder, never inside the ZIP.

```
PortableRadio/  
  ■■■ scripts/  
  ■■■ sounds/  
  ■■■ xml/  
  ■■■ i3d/  
  ■■■ modDesc.xml
```

2. Prepare Your Music

Place your songs into the »sounds« folder. The radio supports OGG, MP3, and WAV. Anything you put into this folder can be used as a radio track.

```
sounds/  
  ■■■ MySong1.mp3  
  ■■■ MySong2.wav  
  ■■■ MySong3.ogg
```

It does not matter whether the songs are long, short, or mixed. The player simply plays them one after another.

3. Register the Songs in the Radio

Open the file »RadioSoundConfig.xml«. This is where the playlist is stored. Each song uses one line. Simply add your new songs below the existing ones.

```
<sound file="sounds/MySong1.mp3" />  
<sound file="sounds/MySong2.wav" />  
<sound file="sounds/MySong3.ogg" />
```

Example of how it appears in-game (simplified):

```
[Radio Display]  
+-----+  
| TRACK: 03 |  
| VOLUME: 75% |  
+-----+  
  
[Playlist]  
1. MySong1.mp3  
2. MySong2.wav  
3. MySong3.ogg
```

4. Important for Multiplayer

All players must have the exact same files in the »sounds« folder. Same names, same number of songs, same version. Only then will all players hear the same tracks.

5. Repack the Mod

When finished, pack everything back into a ZIP file.
The ZIP must contain the folders directly without an extra top-level folder.

```
PortableRadio.zip
  ■■■ scripts/
  ■■■ sounds/
  ■■■ xml/
  ■■■ i3d/
  ■■■ modDesc.xml
```

6. Restart the Game

FS25 must be fully restarted for the radio to detect new songs.

Result

You can add as many custom radio tracks as you want — without changing any script.
Simply place the files into »sounds«, list them in the XML, repack the mod — done.