Subject: [Plug-in] SSGM2.02 Sounds Plugin
Posted by ExEric3 on Thu, 09 Jul 2009 17:19:56 GMT
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Name: SSGM Sounds Plugin
Version: v1.1
Author: ExEric3

This is a plug-in was designed to work with SSGM 2.02 for Renegade.

This is the first released version and probably has some bugs.

This plug-in allows to players listen special sounds from triggered words in game. There are also some in game commands:
!cp - display Admin Message for download link of Core Patch 2
!cp2 - display Admin Message for download link of Core Patch 2
!sound - display all sounds groups (numbers of groups)
!sound1/!sounds1 - display specified group of sounds
.
.
.
!sound8/!sounds8 - display specified group of sounds

To use this plug-in, refer to SSGM.ini in your SSGM 2.02 server folder.
You'll need to add the .dll to the server folder, the .ini to Data folder and make an entry in the [Plugins] section (SSGM.ini), mine looks like this:

[Plugins]
01=Sounds

This plug-in is also compatible with Resurrection.

You can also specify your own triggered words and own .wav files in .ini file.

This binary file accept only first 256 .wav files. For more file you need recompile source code.

In current release are over 180 sounds.

Special thanks to:
zunnie - original idea
reborn - readme and his source codes as examples
jnz - helped me with source code

File Attachments

1) SSGM_Sounds_Plugin.zip, downloaded 322 times