## Subject: [SSGM 4.0 Plugin] Sounds Plugin

Posted by iRANian on Sun, 18 Sep 2011 17:55:15 GMT

View Forum Message <> Reply to Message

Name: SSGM 4.0 Sounds Plugin

Version: v1.0

Author: ExEric3, ported to 4.0 by iRANian

This is a plug-in was designed to work with SSGM 4.0 for Renegade.

This plug-in allows to players listen special sounds from triggered words in game. There are also some in game commands:

!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, and make an entry in the [Plugins] section (SSGM.ini), mine looks like this:

[Plugins] 01=Sounds

You can also specify your own triggered words and own .wav files, this binary file accept only first 256 .wav files. For more file you need recompile source code.

To add extra, add a section called "[Sounds\_Plugin]" to SSGM.ini and add some entries, so it looks like the following for example:

## [Sounds\_Plugin]

01 = chicky m00achk\_kill0001i1gbmg\_snd.wav

02 = skill mxxdsgn\_dsgn014i1gbmg\_snd.wav

03 = hehe mtudsgn\_dsgn0377a1gbmg\_snd.wav

04 = hh mtudsgn dsgn0377a1gbmg snd.wav

See Sounds.ini for more example entries (note that this plugin doesn't load from Sounds.ini, it's just an example of possible entries).

Special thanks to:

zunnie - original idea

reborn - readme and his source codes as examples

inz - helped with the source

## File Attachments

1) Sounds SSGM 4.0 Plugin v1.1.zip, downloaded 372 times