Subject: server "boink", "gotya" sounds Posted by jnz on Sat, 08 Jul 2006 22:47:08 GMT

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hi, i have looked all over the net for this on some servers if you type in boink on public chat you here "oh i love that sound", how do i do that in my server? i have BRenBot renegade fds and latest ver of ssow

ty

Subject: Re: server "boink", "gotya" sounds

Posted by Stumpy on Sun, 09 Jul 2006 08:33:51 GMT

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for this you have to create an irc script which plays an snda sound out of the always.dat if brenbot mentioned a word like "boink"

Subject: Re: server "boink", "gotya" sounds

Posted by inz on Sun, 09 Jul 2006 10:36:00 GMT

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im new to irc and dont know any scripting, is there a script with installation instructions anyware. or can i do it another way?

ty for reply.

EDIT: know where i get the sound from? i cant find them in allways.dat or allways2.dat

EDIT: i found them in the renegade allways.dat

Subject: Re: server "boink", "gotya" sounds

Posted by inz on Mon, 10 Jul 2006 01:58:01 GMT

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all i need to know is what the script name is or a link, i have looked into mirc scripting but cannot do it . is it possible to use perl or c++ because i am good at scripting with those. i am getting very frustated because hosts will not tell me the name of the script!

Subject: Re: server "boink", "gotya" sounds

Posted by PackHunter on Mon, 10 Jul 2006 05:27:35 GMT

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It's all custom stuff specificly made by the server owners, Most won't just give you their mods.

But if you are familier with C++, doing it yourself in scripts.dll (instead of a mirc script) shouldn't be any problem for you. http://www.renegadeforums.com/index.php?t=msg&th=20149&a mp;start=0&rid=3776

Now, I don't want to be an ass but tips and tricks about modding scripts.dll are spread all over these forums, so you might want to use the search button.

Subject: Re: server "boink", "gotya" sounds

Posted by inz on Mon, 10 Jul 2006 11:57:49 GMT

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i should be able to decompile scripts.dll pretty easily. sounds like a small progect for me? just one question, how do i access and play the sound from allways.dat?

ty for reply.

dan

Subject: Re: server "boink", "gotya" sounds

Posted by Renx on Tue, 11 Jul 2006 16:43:57 GMT

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If you're good with C++ and Perl, picking up IRC coding shouldn't be any challenge at all.

Subject: Re: server "boink", "gotya" sounds

Posted by inz on Tue, 11 Jul 2006 16:56:05 GMT

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i tryed to find some tutorials but most of them are rubbish, anyway i wanted to intergrate it into the bot i am writing in c++.

Subject: Re: server "boink", "gotya" sounds

Posted by Stumpy on Tue, 11 Jul 2006 17:09:45 GMT

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Ok in C++ you need to create a chathook that listens to these emotions and if it get poked plays the "snda filename" via the console. To know how a Chathook will looks like look into ssaow(1.5) it already include some chathooks.

Dece 2 of 4 Concreted from Command and Congress Beneards Official Forums

Subject: Re: server "boink", "gotya" sounds Posted by jnz on Wed, 12 Jul 2006 08:09:54 GMT

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thank you - someone who knows how to play music from allways.dat AND listen to the dialogue.

i cant check it at the moment, but it sound like it will work.

btw: Thank-you everyone who helped me on this thread

Subject: Re: server "boink", "gotya" sounds Posted by jnz on Wed, 12 Jul 2006 17:34:04 GMT

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snda doent work it says that it is an invalid command

Subject: Re: server "boink", "gotya" sounds Posted by futura83 on Wed, 12 Jul 2006 18:10:53 GMT

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go to C:\Westwood\RenegadeFDS\Server\commands.txt.

in there you will find a list of console commands.

SNDA should work.

if that dosnt work, use the MUSICA command. this command will play an mp3 to all players, so you'll need to convert.

Subject: Re: server "boink", "gotya" sounds

Posted by jnz on Wed, 12 Jul 2006 18:33:57 GMT

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is this proof...

File Attachments

1) wont work.bmp, downloaded 216 times

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Subject: Re: server "boink", "gotya" sounds Posted by Stumpy on Wed, 12 Jul 2006 18:57:14 GMT

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Its recommend that you have scripts 2.8 or ssaow installed FOR scripts 2.8 go here -> http://sourceforge.net/projects/rentools (rename your scripts.dll in your renegade server folder and unpack scripts.dll, bhs.dll out of the zip and copy it to you renegade server dir)

Subject: Re: server "boink", "gotya" sounds Posted by jnz on Wed, 12 Jul 2006 19:32:52 GMT View Forum Message <> Reply to Message

TY!!!!!! it is finnally working! ty for all your help and replys.

Dan