Subject: Making sounds in a server

Posted by piotrkol1 on Mon, 18 Jun 2007 20:42:26 GMT

View Forum Message <> Reply to Message

Hey there I was wondering if any of you could help me add some sounds to my server, by sounds i mean like in some servers if you type in snipe, chicky, burn, etc it will play a sound. I already have the XCC mixer downloaded and I know how to load the Always.dat. From there, how do I make my own list of sounds to add to my server? Thanks a lot!

Subject: Re: Making sounds in a server Posted by piotrkol1 on Mon, 18 Jun 2007 21:02:53 GMT View Forum Message <> Reply to Message

Also, in level edit, is it possible to make a script zone and add a script to it to play one of the sounds from the always.dat when someone walks through it?

Subject: Re: Making sounds in a server Posted by Xpert on Mon, 18 Jun 2007 21:04:22 GMT View Forum Message <> Reply to Message

My guess you're using BRenbot. This is something Zunnie posted before. Maybe useful for you.

```
alias FDS {
 dll mIRC Ren.dll FDS Send 127.0.0.01 5050 password %msg
on *:text:*:#ChannelName: {
if ($nick == BRenBotName) {
 if ($2 == gotya) FDS snda mx0_nodsniper_alt07.wav
 if ($2 == chicky) FDS snda m00achk_kill0001i1gbmg_snd.wav
 if ($2 == skill) FDS snda mxxdsgn_dsgn014i1gbmg_snd.wav
 if ($2 == snipe) FDS snda mx0 nodsniper alt01.wav
 if ($2 == killem) FDS snda mx1dsgn dsgn0018i1dsgn snd.wav
 if ($2 == guns) FDS snda mxxdsgn dsgn005i1gbmg snd.wav
 if ($2 == smile) FDS snda mxxdsgn_dsgn004i1gbmg_snd.wav
 if ($2 == toy) FDS snda mtudsgn_dsgn0289i1gbmg_snd.wav
 if ($2 == hehe) FDS snda mtudsgn_dsgn0377a1gbmg_snd.wav
 if ($2 == jerks) FDS snda m11dsgn_dsgn0104r1gbmg_snd.wav
 if ($2 == kills) FDS snda m00avis kick0030i1moac snd.wav
 if ($2 == \times) FDS snda m00avis_kifi0021i1ccsf_snd.wav
 if ($2 == waiting) FDS snda m11dsgn_dsgn0069i1mbpt_snd.wav
 if ($2 == haveya) FDS snda m11dsgn_dsgn0073i1mbpt_snd.wav
 if ($2 == tt) FDS snda m00mstm kill0013i1gbrs snd.wav
 if ($2 == bwahaha) FDS snda m00asgr kill0019i1mbrs snd.wav
 if ($2 == death) FDS snda m00avis kick0030i1moac snd.wav
```

```
if (n00b isin $2-) FDS snda m00asgr kill0018i1mbpt snd.wav
if ($2 == coffee) FDS snda m00gnod gcon0041i3nbmg snd.wav
if ($2 == squirrel) FDS snda m00asgr_kill0034i1gbmg_snd.wav
if ($2 == sit) FDS snda m00bnsn kill0053i1gbmg snd.wav
if ($2 == ask) FDS snda m00ccck_kitb0029i1gbmg_snd.wav
if ($2 == die) FDS snda m00decx_004in_nsrs_snd.wav
if ($2 == fun) FDS snda m00gbmg sfcx0001i1gbmg snd.wav
if ($2 == hunt) FDS snda m00gbmg_sfsx0001i1gbmg_snd.wav
if ($2 == medic) FDS snda m00ffire 003in gemg snd.wav
if ($2 == run) FDS snda m00decx 010in nbft snd.wav
if ($2 == daddy) FDS snda mtudsgn_dsgn0320a1gbmg_snd.wav
if ($2 == shoot) FDS snda mxxdsgn dsgn029i1gbmg snd.wav
if ($2 == haha) FDS snda laugh1.wav
if ($2 == left) fm3 snda lefty1.wav
if ($8-9 == Tiberium field.) FDS snda m00gbrs_dfax0001i1gbrs_snd.wav
if ($4-5 == been killed.) FDS snda m00kimd_004in_nors_snd.wav
if ($2 == buuurn) FDS snda m00decx 007in neft snd.wav
if ($2 == stfu) FDS snda mxxdsgn dsgn010i1gbmg snd.wav
if ($2 == burn) FDS snda m00decx 009in neft snd.wav
if ($2 == boink) FDS snda m00bnss kill0053i1gbmg snd.wav
if ($2 == more?) FDS snda m00ccck kitb0029i1gbmg snd.wav
if ($2 == nonono) FDS snda m00gbrs stoc0001i1gbrs snd.wav
if ($2 == noes) FDS snda m00gcc3_sftd0001i1gcc3_snd.wav
if ($2 == udie) FDS snda m00gcf1_decx0001i1gcf1_snd.wav
if ($2 == boo) FDS snda m00kimd_001in_neft_snd.wav
if ($2-3 == i smell) FDS snda m00avis kifi0020i1nctk snd.wav
if ($2 == moo) FDS snda amb_cow1.wav
if ($2-3 == killed himself.) FDS snda m00gbrs dfax0001i1gbrs snd.wav
if ($2 == cya) FDS snda m00bnol kill0054i1gbmg snd.wav
if ($2 == help) FDS snda m00gbrs hftd0001i1gbrs snd.wav
if ($2 == gg) FDS snda m00bncy kill0054i1gbmg snd.wav
if ($2 == lucky) FDS snda m00gnod kill0037r1nbft snd.wav
if ($2 == urdead) FDS snda l02b_02_hav02.wav
if ($2 == finally) FDS snda m00gsmg_atoc0001i1gsmg_snd.wav
if ($2 == strike) FDS snda m00gsrs_kill0029i1nbft_snd.wav
if ($2 == wasted) FDS snda m00gsrs kiov0016i1nbft snd.wav
if ($2 == present) FDS snda bombit1.wav
if ($2 == pray) FDS snda m11dsgn dsgn0073i1mbpt snd.wav
if ($2 == amateur) FDS snda m00bntu kill0040i1gcm1 snd.wav
if ($2 == eye) FDS snda m03dsgn_dsgn0005r1gbmg_snd.wav
```

This is an IRC scripted code that you would need to load.

And the file attached to my post is the .dll for it to work.

There is easier ways with CS bot by just coding it straight in but since you're on BRenbot, this is the only solution I can come up with.

1) mIRC_Ren.dll, downloaded 255 times

Subject: Re: Making sounds in a server

Posted by piotrkol1 on Tue, 19 Jun 2007 15:34:07 GMT

View Forum Message <> Reply to Message

Well actually I'm using Nightregulator.

Subject: Re: Making sounds in a server

Posted by piotrkol1 on Tue, 19 Jun 2007 17:26:58 GMT

View Forum Message <> Reply to Message

And then what exactly would I do with those text codes that you posted above?

Subject: Re: Making sounds in a server

Posted by Xpert on Tue, 19 Jun 2007 17:55:39 GMT

View Forum Message <> Reply to Message

Ugh NR, I can't help you then. That's Nightma's field. I don't know exactly how his bot works if it even has a command for sounds or not. I know general sounds are implemented already but I don't know if there is a command from IRC for you to send any sound to the server for clients to hear.

Subject: Re: Making sounds in a server

Posted by piotrkol1 on Wed, 20 Jun 2007 02:00:16 GMT

View Forum Message <> Reply to Message

Well, I already have a plugin for sounds but you have to make it as a commmand like this: !s chicky or whatever sound. I was wondering how to make it so you don't have to do the !s, just type in the word and the sound plays.

Subject: Re: Making sounds in a server

Posted by Nightma12 on Wed, 20 Jun 2007 02:29:34 GMT

View Forum Message <> Reply to Message

ask PsuFan about that, it shouldnt be too hard for him - he made the !s plugin

Subject: Re: Making sounds in a server Posted by piotrkol1 on Wed, 20 Jun 2007 03:26:02 GMT

View Forum Message <> Reply to Message

I would...but he's a m8 of mine kinda and I've already bugged him about other stuff so I planning on givin him a bit of a break and askin someone else lol.