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Subject: Making sounds in a server

Posted by [piotrkol1](#) on Mon, 18 Jun 2007 20:42:26 GMT

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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!

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Subject: Re: Making sounds in a server

Posted by [piotrkol1](#) on Mon, 18 Jun 2007 21:02:53 GMT

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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?

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Subject: Re: Making sounds in a server

Posted by [Xpert](#) on Mon, 18 Jun 2007 21:04:22 GMT

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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 == ^) 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 m00asqr_kill0019i1mbrs_snd.wav
  if ($2 == death) FDS snda m00avis_kick0030i1moac_snd.wav
```

```

if (n00b isin $2-) FDS snda m00asqr_kill0018i1mbpt_snd.wav
if ($2 == coffee) FDS snda m00gnod_gcon0041i3nbgm_snd.wav
if ($2 == squirrel) FDS snda m00asqr_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_nsr_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.

## File Attachments

1) [mIRC\\_Ren.dll](#), downloaded 301 times

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Subject: Re: Making sounds in a server  
Posted by [piotrkol1](#) on Tue, 19 Jun 2007 15:34:07 GMT  
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Well actually I'm using Nightregulator.

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Subject: Re: Making sounds in a server  
Posted by [piotrkol1](#) on Tue, 19 Jun 2007 17:26:58 GMT  
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And then what exactly would I do with those text codes that you posted above?

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Subject: Re: Making sounds in a server  
Posted by [Xpert](#) on Tue, 19 Jun 2007 17:55:39 GMT  
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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.

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Subject: Re: Making sounds in a server  
Posted by [piotrkol1](#) on Wed, 20 Jun 2007 02:00:16 GMT  
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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.

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Subject: Re: Making sounds in a server  
Posted by [Nightma12](#) on Wed, 20 Jun 2007 02:29:34 GMT  
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ask PsuFan about that, it shouldnt be too hard for him - he made the !s plugin

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Subject: Re: Making sounds in a server  
Posted by [piotrkol1](#) on Wed, 20 Jun 2007 03:26:02 GMT  
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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.

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