
Subject: Script Release - MP3 Scripts

Posted by [Genesis2001](#) on Sun, 30 Dec 2007 19:52:44 GMT

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readme.txt~~~~~ Neo Gods MP3 Script ~~~~~

Modified by: MathK1LL Neo Gods Primary Coder

Credits

- * ExEric3 (www.ww-gaming.net) - I forgot what he helped with but Eric was mentioned in the original draft of this readme so I'm keeping him on the list of creditors.
- * aca20031 (www.st0rm.net) - Scripting Tutor for the most part
- > Must admit that the output follows an old copy of aca's regulator "St0rmServ"
- * bali/nudalz (Fastc0nn Bot Coder) - Primary Scripting Tutor
- * And, anyone else I forgot to mention

<rant>Remember kiddies: Give credit where credit is due. I can't tell you how many times people have told me to give them credit or asked me to remove something because I 'stole' their work.

This has probably made me become a cynic-like person in the sense that I give LOADS of credit to people who help me out, though nowadays people don't care if I ask for their help and I say "I'm putting a credit/special thanks comment to thank you for your help." </rant>

In this file, there are three versions; One for CS, one for NR, and one for BR.

> Installation: (CS)

- Copy CSmp3.mrc into your CloudyServ directory.
- Start up CS and type /load -rs CSmp3.mrc
- Once loaded, Restart CS
- The MP3 Script will auto-start. If the server isn't up, It will still execute. It just won't actually play them.
- Command !mp3 doesn't work yet.

> Installation: (NR)

- This one is tricky. You can either have a second mIRC to use as a bot OR you can just use your own mIRC.
- Copy settings.ini into the mIRC dir
- No matter what you choose, copy NRmp3.mrc to the mIRC directory of your choice.

- Type /load -rs NRmp3.mrc and Restart mIRC. Same for CS, the script will auto-execute.
- Again, you can type !mp3 ingame and see the current MP3 file playing at that time.

> Installation: (BR)

- If you have a BR relay bot, just copy BRmp3.mrc to the relay bot's mIRC directory.
- Copy settings.ini into the mIRC dir
- Startup the relay bot and type /load -rs BRmp3.mrc
- Restart mIRC
- Again, you can type !mp3 ingame and see the current MP3 file playing at that time.

Author Notes and Comments:

Well, this script and Readme were created about a year or two ago and I just recently found it on my mom's laptop from which I was gaming about a year or two ago. In this time, I'm sure that most of your able-body scripters have created a similar script for your Renegade servers. But, I am releasing this script seeing as I've found it just recently and wanted to release it but I don't know if I already released it before or not. If so, that's ok; Here it is again and I hope you enjoy this. Feel free to alter it, add more songs, et cetera. Oh, also, I realize the NightRegulator version is outdated seeing Nightma added a Jukebox in some time ago.

I've also included an image with all (or most) of the MP3's inside of Always.dat.

Thanks,
Zack "MathK1LL" L.

P.S.

Also note that I was still a newb at scripting when I scripted these scripts. I could probably redo these but am too lazy because I've got bigger and better projects on my plate at this time including Graduation and going off to college along with NeoServ (private regulator right now).

Mirror: http://neogods.recoding.net/mp3_scripts.rar

Mirror: http://www.neogods.net/mp3_scripts.rar

* See attached file.

~MathK1LL

File Attachments

1) [mp3list.gif](#), downloaded 664 times

```
01-command&conquer.mp3          mp3
01_a.mp3                         mp3
02-packing iron.mp3              mp3
02_a.mp3                         mp3
03-ammoclip.mp3                 mp3
04-ambient industrial.mp3       mp3
04_a.mp3                         mp3
05-moveit.mp3                    mp3
05_a.mp3                         mp3
05_b.mp3                         mp3
06-onyourfeet.mp3               mp3
06_b.mp3                         mp3
06_c.mp3                         mp3
07-got a present for ya.mp3     mp3
08-sniper.mp3                    mp3
08_a.mp3                         mp3
09-sneakattack.mp3              mp3
09_a.mp3                         mp3
10-stomp.mp3                     mp3
11-ambient beach.mp3             mp3
11_a.mp3                         mp3
11_b.mp3                         mp3
ammoclip.mp3                     mp3
command&conquer.mp3              mp3
defunkt.mp3                      mp3
elie_intro_3.mp3                 mp3
in the line of fire.mp3          mp3
level 0 hero.mp3                 mp3
level 0 nod base.mp3             mp3
level 0 tank.mp3                 mp3
level 0 tiberium.mp3              mp3
level0_pt1_music.mp3             mp3
mechmansrevenge.mp3              mp3
menu.mp3                          mp3
moveit.mp3                        mp3
onyourfeet.mp3                   mp3
options screen.mp3                mp3
raveshaw_act on instinct.mp3     mp3
renegade_a10_outro.mp3            mp3
renegade_intro_no_vox.mp3         mp3
renegade_intro_vox.mp3             mp3
renegadejungle.mp3                mp3
sakura battle theme.mp3           mp3
sakura_dogfight.mp3               mp3
sneakattack.mp3                   mp3
sniper.mp3                        mp3
stopthemagain.mp3                 mp3
```

2) [mp3_scripts.rar](#), downloaded 159 times

Subject: Re: Script Release - MP3 Scripts

Posted by [Xpert](#) on Sun, 30 Dec 2007 20:08:02 GMT

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I'm releasing a Sounds.cs plugin for CloudyServ with CS 0.982-X3 that has 20 game musics and

a bunch of ingame sounds lol. I still haven't decided when to release it yet though.

Subject: Re: Script Release - MP3 Scripts
Posted by [ExEric3](#) on Sun, 30 Dec 2007 20:23:19 GMT
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Math nice job.

I want only say musica crash sometimes clients. So there is better use musicp instead musica. (take example music plugin for BRenBot which made danpaul). But there must be added some script which check players only with CP and play music only for them.

Subject: Re: Script Release - MP3 Scripts
Posted by [Xpert](#) on Sun, 30 Dec 2007 20:41:32 GMT
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Clients seem fine to me in BadDog AOW when I tested my Sounds.cs plugin there. A lot of people didn't have CP and didn't crash upon it.

Subject: Re: Script Release - MP3 Scripts
Posted by [IronWarrior](#) on Sun, 30 Dec 2007 21:40:54 GMT
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Never understand why you guys make these gay music scripts.

If someone wants to play some music, they have windows media player.

Really annoys the hell outta me when a server forces music in the server when I have music off in my settings.

Nice coding though.

Subject: Re: Script Release - MP3 Scripts
Posted by [cnc95fan](#) on Sun, 30 Dec 2007 21:42:54 GMT
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IronWarrior wrote on Sun, 30 December 2007 15:40Never understand why you guys make these gay music scripts.

If someone wants to play some music, they have windows media player.

Really annoys the hell outta me when a server forces music in the server when I have music off in

my settings.

Nice coding I guess.

TBH, pressing the Windows button whenever you want to change track can cause you death, I want a script that reads your data folder and you can use the !play command.. ie, say Hellmarch is in your data folder.. !play Hellmarch. That could be client or server sided..

Subject: Re: Script Release - MP3 Scripts

Posted by [danpaul88](#) on Sun, 30 Dec 2007 21:51:09 GMT

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The BRenBot plugin I created allowed each player to turn music on or off for just themselves, so 4 players could listen while the other 2 choose not to. It also refuses to play music for clients who would crash due to their scripts version.

I never got around to releasing it though... can do it you want it I guess

Quote:!nexttrack

Skips the current track and plays a new one at random

!settrack

Skips the current track and plays the track specified.

!music

Enables or disables the jukebox for that player.

You could also set if it's enabled or disabled by default when a player joins via a config setting.

You could also turn each individual track on and off via the config.

Quote:[19:40] <lmsbcDmSrv> Host: [BR Jukebox] Now Playing: renegadejungle.mp3

Subject: Re: Script Release - MP3 Scripts

Posted by [EvilWhiteDragon](#) on Sun, 30 Dec 2007 21:55:42 GMT

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We had a music player for a while but it caused clients to randomly crash out of the game sometimes so... be warned.

Subject: Re: Script Release - MP3 Scripts

Posted by [danpaul88](#) on Sun, 30 Dec 2007 22:10:27 GMT

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For anyone who is interested, here is the BRenBot plugin I created a few months back, finally got

around to uploading it. Use it as your own risk, while it does block players with incompatible scripts.dll versions from enabling music for themselves, other scripts versions have occasionally been known to crash using this.

In my experience the most up to date scripts versions never crash using this, but you never know...

<http://new.brenbot.com/projectDetails.php?projectId=21&OS=w>

Subject: Re: Script Release - MP3 Scripts

Posted by [BlueThen](#) on Sun, 30 Dec 2007 23:00:50 GMT

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Why does everything have a timer?

Subject: Re: Script Release - MP3 Scripts

Posted by [danpaul88](#) on Sun, 30 Dec 2007 23:01:29 GMT

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What do you mean? If your looking through the source to the plugin, the reason is because it's impossible to tell when a track ends from the bot, hence you use a timer to trigger the next track to start at the end of the current one. The simplest solution is usually the best

Subject: Re: Script Release - MP3 Scripts

Posted by [Genesis2001](#) on Sun, 30 Dec 2007 23:07:58 GMT

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MathK1LL wrote on Sun, 30 December 2007 12:52
readme.txtAlso note that I was still a newb at scripting when I scripted these scripts. I could probably redo these but am too lazy because I've got bigger and better projects on my plate at this time including Graduation and going off to college along with NeoServ (private regulator right now).

That'd explain another use the timers. Like I also said, I *could* redo them but am too lazy. But...I may put them into the plugin I'm working on for SSGM.

EDIT:

cnc95fan wrote on Sun, 30 December 2007 14:42
TBH, pressing the Windows button whenever you want to change track can cause you death

iPod ftw!!!!!!

~MathK1LL

Subject: Re: Script Release - MP3 Scripts
Posted by [BlueThen](#) on Sun, 30 Dec 2007 23:10:37 GMT
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It wouldn't take long to remove the timers.

Actually, it'd take a few seconds.

Just use Ctrl + H, and tell it to replace "timer 1 1" with nothing.

Subject: Re: Script Release - MP3 Scripts
Posted by [Genesis2001](#) on Mon, 31 Dec 2007 00:00:29 GMT
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MathK1LL wrote on Sun, 30 December 2007 16:07That'd explain another use the timers. Like I also said, I *could* redo them but am too lazy. But...I may put them into the plugin I'm working on for SSGM.

Look forward to this...

~MathK1LL

Subject: Re: Script Release - MP3 Scripts
Posted by [IronWarrior](#) on Mon, 31 Dec 2007 01:43:21 GMT
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Awesome.

Subject: Re: Script Release - MP3 Scripts
Posted by [Di3HardNL](#) on Mon, 31 Dec 2007 22:19:21 GMT
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X pert sounds nice

Subject: Re: Script Release - MP3 Scripts
Posted by [Gen_Blacky](#) on Tue, 01 Jan 2008 08:25:11 GMT
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btw good job on 0.982-X3 Xpert

Subject: Re: Script Release - MP3 Scripts
Posted by [Xpert](#) on Wed, 02 Jan 2008 07:53:08 GMT
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Thanks, but I don't wanna hijack Mathkill's thread <3
