
Subject: Server MP3s

Posted by [BHmath](#) on Sun, 28 May 2006 23:58:00 GMT

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How do you make a server play mp3 songs while the game is going?

Subject: Re: Server MP3s

Posted by [AmunRa](#) on Mon, 29 May 2006 00:08:57 GMT

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use an irc script, and you need to know the names of the songs inside the always.dat file.

Subject: Re: Server MP3s

Posted by [BHmath](#) on Mon, 29 May 2006 00:12:26 GMT

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How do I know what the name of the file is in the always.dat file?

Subject: Re: Server MP3s

Posted by [Kamuix](#) on Mon, 29 May 2006 01:42:35 GMT

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XCC Moaxer

File Attachments

1) [16.JPG](#), downloaded 1150 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

Subject: Re: Server MP3s

Posted by [aaaalex06](#) on Mon, 29 May 2006 06:40:58 GMT

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can you play other songs Not in your allways.dat file????

Subject: Re: Server MP3s

Posted by [EvilWhiteDragon](#) on Mon, 29 May 2006 08:28:51 GMT

yes and no, they has to either be in your renegade dir by default or the players should download them before.

Subject: Re: Server MP3s

Posted by [ExEric3](#) on Mon, 29 May 2006 10:43:43 GMT

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My ExBot:

```
alias NEW1 {
  var %msg = $1-
  if ($1 == msg) var %msg = $1 $2-
  dll mIRC_Ren.dll FDS_Send server_remote_ip server_remote_port server_password %msg
}
on *:text:*:#your_irc_channel:{
  if ($nick == your_bot_nick) {
    if ($2 == !music) {
      .timer 1 1 NEW1 msg [BR] Music commands CP1 and RG required (01-18): !music01;
!music02; !music03 ...
      .timer 1 1 NEW1 msg [BR] If you want stop all tracks you can use command: !musicstop
    }
    if ($2 == !music01) {
      .timer 1 1 NEW1 MUSICA sakura battle theme.mp3
      .timer 1 1 NEW1 msg [BR] Now playing track: Sakura Battle Theme.mp3 (Bitrate: 128Kbps)
(Time: 4:00)
    }
    if ($2 == !music02) {
      .timer 1 1 NEW1 MUSICA 05-moveit.mp3
      .timer 1 1 NEW1 msg [BR] Now playing track: Move It.mp3 (Bitrate: 128Kbps) (Time: 1:59)
    }
    if ($2 == !music03) {
      .timer 1 1 NEW1 MUSICA sneakattack.mp3
      .timer 1 1 NEW1 msg [BR] Now playing track: Sneak Attack.mp3 (Bitrate: 128Kbps) (Time:
3:47)
    }
    if ($2 == !music04) {
      .timer 1 1 NEW1 MUSICA sniper.mp3
      .timer 1 1 NEW1 msg [BR] Now playing track: Sniper.mp3 (Bitrate: 128Kbps) (Time: 3:50)
    }
    if ($2 == !music05) {
      .timer 1 1 NEW1 MUSICA stopthemagain.mp3
      .timer 1 1 NEW1 msg [BR] Now playing track: Stop The Magain.mp3 (Bitrate: 128Kbps) (Time:
3:54)
    }
  }
}
```

```

if ($2 == !music06) {
    .timer 1 1 NEW1 MUSICA mechmansrevenge.mp3
    .timer 1 1 NEW1 msg [BR] Now playing track: Mechan's Revenge.mp3 (Bitrate: 128Kbps)
(Time: 4:36)
}
if ($2 == !music07) {
    .timer 1 1 NEW1 MUSICA onyourfeet.mp3
    .timer 1 1 NEW1 msg [BR] Now playing track: On Your Feet.mp3 (Bitrate: 128Kbps) (Time:
3:53)
}
if ($2 == !music08) {
    .timer 1 1 NEW1 MUSICA sakura_dogfight.mp3
    .timer 1 1 NEW1 msg [BR] Now playing track: Sakura Dogfight.mp3 (Bitrate: 128Kbps) (Time:
4:39)
}
if ($2 == !music09) {
    .timer 1 1 NEW1 MUSICA defunkt.mp3
    .timer 1 2 NEW1 msg [BR] Now playing track: Defunkt.mp3 (Bitrate: 128Kbps) (Time: 2:43)
}
if ($2 == !music10) {
    .timer 1 1 NEW1 MUSICA in the line of fire.mp3
    .timer 1 1 NEW1 msg [BR] Now playing track: In The Line Of Fire.mp3 (Bitrate: 128Kbps)
(Time: 3:54)
}
if ($2 == !music11) {
    .timer 1 1 NEW1 MUSICA raveshaw_act on instinct.mp3
    .timer 1 1 NEW1 msg [BR] Now playing track: Raveshaw Act On Instinct.mp3 (Bitrate:
128Kbps) (Time: 3:28)
}
if ($2 == !music12) {
    .timer 1 1 NEW1 MUSICA 01-command&conquer.mp3
    .timer 1 1 NEW1 msg [BR] Now playing track: Command & Conquer.mp3 (Bitrate: 128Kbps)
(Time: 2:53)
}
if ($2 == !music13) {
    .timer 1 1 NEW1 MUSICA 02-packing iron.mp3
    .timer 1 1 NEW1 msg [BR] Now playing track: Packing Iron.mp3 (Bitrate: 128Kbps) (Time:
3:17)
}
if ($2 == !music14) {
    .timer 1 1 NEW1 MUSICA 03-ammoclip.mp3
    .timer 1 1 NEW1 msg [BR] Now playing track: Ammo Clip.mp3 (Bitrate: 128Kbps) (Time: 3:13)
}
if ($2 == !music15) {
    .timer 1 1 NEW1 MUSICA 04-ambient industrial.mp3
    .timer 1 1 NEW1 msg [BR] Now playing track: Ambient Industrial.mp3 (Bitrate: 128Kbps)
(Time: 3:57)
}

```

```
if ($2 == !music16) {
    .timer 1 1 NEW1 MUSICA 07-got a present for ya.mp3
    .timer 1 1 NEW1 msg [BR] Now playing track: Got A Present For Ya.mp3 (Bitrate: 128Kbps)
(Time: 2:21)
}
if ($2 == !music17) {
    .timer 1 1 NEW1 MUSICA 10-stomp.mp3
    .timer 1 1 NEW1 msg [BR] Now playing track: Stomp.mp3 (Bitrate: 128Kbps) (Time: 2:53)
}
if ($2 == !music18) {
    .timer 1 1 NEW1 MUSICA 11-ambient beach.mp3
    .timer 1 1 NEW1 msg [BR] Now playing track: Ambient Beach.mp3 (Bitrate: 128Kbps) (Time:
2:58)
}
if ($2 == !musicstop) {
    .timer 1 1 NEW1 NOMUSICA
    .timer 1 1 NEW1 msg [BR] All InGame tracks is now stopped.
}
}
```

You need download this file: mIRC_Ren.dll. Send me PM with your mail.

Subject: Re: Server MP3s
Posted by [AmunRa](#) on Mon, 29 May 2006 16:47:03 GMT
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http://www.amunra.net/mIRC_Ren.dll

Subject: Re: Server MP3s
Posted by [aaaalex06](#) on Tue, 30 May 2006 16:51:13 GMT
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ah. it would be cool so everyone could listen to music, not just in your allways.DAT file :\ thats sucks

Subject: Re: Server MP3s
Posted by [AmunRa](#) on Tue, 30 May 2006 17:33:16 GMT
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Well, if ren was anything like what valve has where it forces the client to download anything it doesn't have, such as sounds. But thats the way of the worlds tho

Subject: Re: Server MP3s

Posted by [aaaalex06](#) on Tue, 30 May 2006 22:53:33 GMT

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lol you have steam, i play DoD or css or cs or csz lol I'm getting HL2 soon :yay: but if you want add redlighter to your friend thing on steam , also its stupid that valve makes you download it, it could be a virus, or something, but still its better than having to download it from the site tho

Subject: Re: Server MP3s

Posted by [trooprm02](#) on Tue, 30 May 2006 23:16:30 GMT

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AmunRa wrote on Mon, 29 May 2006 11:47http://www.amunra.net/mIRC_Ren.dll

Readme for this anywhere?

Subject: Re: Server MP3s

Posted by [AmunRa](#) on Tue, 30 May 2006 23:58:03 GMT

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trooprm02 wrote on Tue, 30 May 2006 19:16AmunRa wrote on Mon, 29 May 2006 11:47http://www.amunra.net/mIRC_Ren.dll

Readme for this anywhere?

if you have to ask, you shouldn't be downloading it =P

Subject: Re: Server MP3s

Posted by [aaaalex06](#) on Wed, 31 May 2006 04:02:55 GMT

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lol

Subject: Re: Server MP3s

Posted by [trooprm02](#) on Wed, 31 May 2006 19:31:43 GMT

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AmunRa wrote on Tue, 30 May 2006 19:58trooprm02 wrote on Tue, 30 May 2006 19:16AmunRa wrote on Mon, 29 May 2006 11:47http://www.amunra.net/mIRC_Ren.dll

Readme for this anywhere?

if you have to ask, you shouldn't be downloading it =P

No, I am smart with renegade fds stuff, but have never thought about having the server .mp's....so now that I will consider them, I would like to know its fuetures etc, is there any support for it either?

Subject: Re: Server MP3s
Posted by [AmunRa](#) on Wed, 31 May 2006 21:18:02 GMT
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mIRC, mIRC script, and that file is all you need. your lucky I feel like putting together a zip for you
<http://www.amunra.net/ssaowscrip.zip> <-- for ssaow
<http://www.amunra.net/scriptaow.zip> <-- dual channel script + more
you can use those, or take what you want from them, these were originally for use with brenbot

Subject: Re: Server MP3s
Posted by [trooprm02](#) on Wed, 31 May 2006 21:44:32 GMT
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Thanks bud

Subject: Re: Server MP3s
Posted by [ExEric3](#) on Wed, 31 May 2006 22:05:51 GMT
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Hey AmunRa. What this ssaowscrip.zip exactly do??? Try descibe it please. Have more some scrips??? I collect some script for my ExBot. I need some ideas.

Your script (scriptaow.zip) is cool. I change some things but is very good. (I love some sounds). I am n00b in scripting. And sorry for my lang. I am from Slovakia.

Subject: Re: Server MP3s
Posted by [AmunRa](#) on Thu, 01 Jun 2006 01:52:27 GMT
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it reads the ssaow file, as brenbot lacks that function. You could of course also incorporate it into your own bot

Subject: Re: Server MP3s
Posted by [Whitedragon](#) on Thu, 01 Jun 2006 02:50:03 GMT
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The only thing that needs to be said about that script is "WTF?".
Why is it checking the preset of every building and infantry?
Whats with the \$date alias? Just use \$date(m-dd-yyyy).
The way it reads the log will make it skip lines if 2+ things are written at the same time. Use BCF instead.

```
var %msg = $1-  
if ($1 == msg) var %msg = $1 $2-
```

That piece of code is useless, %msg will be set to the same thing either way.

Subject: Re: Server MP3s
Posted by [Fifaheld](#) on Thu, 01 Jun 2006 04:24:59 GMT
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AmunRa wrote on Wed, 31 May 2006 21:52it reads the ssaow file, as brenbot lacks that function.
You could of course also incorporate it into your own bot

in the new version,1.43, brenbot can now reads ssaow messages

Subject: Re: Server MP3s
Posted by [AmunRa](#) on Thu, 01 Jun 2006 05:39:33 GMT
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BCF is?
I am admittedly not the best IRC scripeter, I haven't exactly ever done much with it.

Subject: Re: Server MP3s
Posted by [ExEric3](#) on Thu, 01 Jun 2006 05:40:48 GMT
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Give link or send me PM with BRenBot v1.43.

Subject: Re: Server MP3s
Posted by [Goztow](#) on Thu, 01 Jun 2006 07:13:54 GMT
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Eric3 wrote on Thu, 01 June 2006 01:40Give link or send me PM with BRenBot v1.43.

It's being beta tested, not open for public download yet (still some bugs).
