
Subject: Sounds ingame

Posted by [RedOne](#) on Tue, 30 Jan 2007 16:44:38 GMT

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Hi

Next episode

Its a topic with a bit of two questions

1. There is in brenbot a command !snda that gives a sound on the server. Now i understand this sounds has to be in always.dat. No was there in this forum an example with a sound and I tried and I heard in game a sound. But when is open the always.dat from my renegadeFDS folder (\data) in xcc mixer i dont find any sounds in it. Which always.dat does it use.

2. I read a topic form TGpaddy (SOD Clan) about (for example) toy and ^ sounds ingame. Also provided bij a server of zunnie.

(its this topic http://www.renegadeforums.com/index.php?t=msg&goto=167039&rid=21575&srch=sounds+ingame+toy#msg_167039)

I want to provide it to on my server. Can somebody help me wiith what files I need to edit and how to add the files to the game.

Greetings

Rene

Subject: Re: Sounds ingame

Posted by [jnz](#) on Tue, 30 Jan 2007 16:47:48 GMT

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sounds like: <http://dansp-47056-001.dsvr.co.uk/Sbot-Preveiw.comproj.avi> ?

Subject: Re: Sounds ingame

Posted by [RedOne](#) on Tue, 30 Jan 2007 16:56:47 GMT

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gamemodding wrote on Tue, 30 January 2007 10:47sounds like:
<http://dansp-47056-001.dsvr.co.uk/Sbot-Preveiw.comproj.avi> ?

For question 1 or 2 ??

Subject: Re: Sounds ingame
Posted by [jnz](#) on Tue, 30 Jan 2007 16:58:54 GMT
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Subject: Re: Sounds ingame
Posted by [RedOne](#) on Tue, 30 Jan 2007 17:21:57 GMT
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gamemodding wrote on Tue, 30 January 2007 11:581

Ok thnks for the hint. I will check it out

GrTz Red

Subject: Re: Sounds ingame
Posted by [RedOne](#) on Tue, 30 Jan 2007 18:17:14 GMT
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gamemodding wrote on Tue, 30 January 2007 10:581

No i mean the wavs and mp3. I shoot be in the always.dat. But cant find them

Subject: Re: Sounds ingame
Posted by [Zion](#) on Tue, 30 Jan 2007 19:01:18 GMT
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They'll be at the bottom and have prefixed and subfixed names. EG:
m00achk_kill0001i1gbmg_snd.wav etc.

Subject: Re: Sounds ingame
Posted by [RedOne](#) on Wed, 31 Jan 2007 16:35:22 GMT
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Merovingian wrote on Tue, 30 January 2007 13:01They'll be at the bottom and have prefixed and subfixed names. EG: m00achk_kill0001i1gbmg_snd.wav etc.

I downloaded always.dat from mij dedcated server. It was in
C:\Westwood\RenegadeFDS\A00000NL4\Server\data\

I open it in Xcc mixer, but there arent any sounds in it.
Is it Clientsided maybe. Because when i do for example !snd a ABM_thunder02.wav in irc it works on my other computer but a other player didnt hear it.

Are this the same wavs used for toy and ^^??

GrTz Red

Subject: Re: Sounds ingame
Posted by [jnz](#) on Wed, 31 Jan 2007 17:42:39 GMT
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renegade client always.dat

Subject: Re: Sounds ingame
Posted by [Zion](#) on Wed, 31 Jan 2007 20:10:03 GMT
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Chathooks are built into scripts.dll to listen to "^^" for example and use an snd a <music file name> to play it.

And server's always.dat only contain important things that it needs, it does not play sounds therefore why not save 200mb on them?

Subject: Re: Sounds ingame
Posted by [zunnie](#) on Thu, 01 Feb 2007 23:02:57 GMT
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You need to setup an mirc bot to do it, at least thats how we used to do it back in the day WOL was still WOL and not XWIS..
Put this in remotes (ALT+R in mirc) for example and place this dll in your mirc folder:
<http://www.game-maps.net/index.php?action=file&id=683>

```
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 snd a 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_gcon0041i3nbmg_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_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 should do the trick, you can use the FDS alias to do whatever valid FDS command is possible...

Obviously you have to change "5050" and "password" to whatever you set it to in server.ini

Subject: Re: Sounds ingame
Posted by [danpaul88](#) on Thu, 01 Feb 2007 23:18:30 GMT
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Or simply have it use the !fds command built into brenbot...

Subject: Re: Sounds ingame
Posted by [Zion](#) on Fri, 02 Feb 2007 01:27:28 GMT
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That makes the user type the message though, which isn't good for log reading. This script works on the background.

Oh, and you need to sort the brackets out (unless the mirc script editor does it for you? Benn a while since i used it).

Subject: Re: Sounds ingame
Posted by [zunnie](#) on Fri, 02 Feb 2007 07:12:34 GMT
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danpaul88 wrote on Thu, 01 February 2007 18:18Or simply have it use the !fds command built into brenbot...

Even then you would need an irc script that will do the !fds command to play the sound.

Using the dll for frequently used commands is preferred because it

doesn't delay brenbot which can happen a lot when some people spam too much, when there is a lot of output going on by bren for example killmessages or !rotation/!maplist or !tp etc.

dll is also faster because it doesn't need to wait for brenbot to respond

Subject: Re: Sounds ingame
Posted by [RedOne](#) on Fri, 02 Feb 2007 22:20:11 GMT
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OK

I see I have a lot of work to do.

Thank you very much for the replies

But there is one thing I don't understand. How about the sounds. Is it wav or mp3. Are they already in? Have I put them somewhere??

I believe the file has to be somewhere before I can call them to play ingame. For example:

SOD (and properly other servers) use them ingame but I don't recall that I add them to my computer. So I believe it's server-sided and not client-sided. But I can be terribly wrong of course.

Before I used pirc for irc. I wanted to play sounds to other people in channel. The first time use, had to download them to their computer to play them. After I only had to play file and the person's irc played it because he had it on his pc. Is this the same in renegade how it works??

But, again I am very glad with these replies.

GrTz Red

Subject: Re: Sounds ingame
Posted by [Zion](#) on Sat, 03 Feb 2007 01:23:27 GMT
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The sounds are in client always.dat files.

Some are mp3 (music) but most are wav.

You can use the console commands, snda, sndp and sndt to play the file once to all players, team players and specific players and musica and musicp to repeat the file over and over to all players and specific players until nomusica or nomusicp is 'heard' by the FDS.

You can also call these from the client but unless you're the host it will not work.

Subject: Re: Sounds ingame

Posted by [RedOne](#) on Sun, 11 Feb 2007 19:23:03 GMT

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zunnie wrote on Thu, 01 February 2007 17:02 You need to setup an mirc bot to do it, at least thats how we used

to do it back in the day WOL was still WOL and not XWIS..

Put this in remotes (ALT+R in mirc) for example and place this dll in your mirc folder:

I use european server by wol

I put the code in remote, Changed the port (5050) to my remotedadmin poort. Changed pasword in my remotedadmin pasword.

Quote:<http://www.game-maps.net/index.php?action=file&id=683>

I downloaded this and put in my Mirc map. Did it also in my Botmap (IRCbot no Brenbot)

Quote:This should do the trick, you can use the FDS alias to do whatever valid FDS command is possible...

???? Dont understand this one

Quote:Obviously you have to change "5050" and "password" to whatever you set it to in server.ini

As u can read I did.

If i type like 'cya' ingame I only see 'Host:' in irc and ingame. This was after I changed %msg to msg. If I use %msg it wil do nothing at all.

Please help me

Subject: Re: Sounds ingame

Posted by [RedOne](#) on Sun, 11 Feb 2007 19:27:08 GMT

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danpaul88 wrote on Fri, 02 February 2007 00:18 Or simply have it use the !fds command built into brenbot...

Please explain this one

Subject: Re: Sounds ingame
Posted by [RedOne](#) on Wed, 14 Feb 2007 23:21:27 GMT
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Hy guys,

With some added info from Zunnie it work now. Thx al
for replies :)Zunnie special thnks

GrTz Red

Subject: Re: Sounds ingame
Posted by [halo2pac](#) on Wed, 06 Feb 2008 22:30:28 GMT
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how would i include that ddl in a VB project? what are the parameters

Subject: Re: Sounds ingame
Posted by [Genesis2001](#) on Wed, 06 Feb 2008 22:46:56 GMT
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halo2pac wrote on Wed, 06 February 2008 15:30how would i include that ddl in a VB project?
what are the parameters

(off topic): mega-1-year bump...way-to-go

(on topic): IDK.

~Zack

Subject: Re: Sounds ingame
Posted by [Ethenal](#) on Wed, 06 Feb 2008 23:42:03 GMT
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Try calling it a dll first... you have to use the LoadLibrary function from the Windows API.
