

---

Subject: Re: can someone test this please?

Posted by [danpaul88](#) on Sun, 13 Aug 2006 15:08:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

help-linux wrote on Sun, 13 August 2006 15:29i understand perfectly well, i already know the client will not hear it unless it is in always.dat(client) i never said anything about using external sounds... but anyway while we are on this subject is it possible to play your own (without breaching copywrites) music (.mp3's), not just what is in always.dat(client). or is it not even possible... well i know it is possible but you would have to bring out a cp3 for clients and a new scripts and bhs.dll? to stream it.

Ok, sorry I misunderstood what you meant I was thinking about the startup sound you mentioned you created.

As for playing .mp3 files, I am not sure if the renegade engine supports .mp3, and it certainly does not support streaming them. You could do some kind of addon program which acts like winamp's shoutcast so players can connect to a media stream from the server they are playing on, but that would take a LOT of effort... not to mention the bandwidth considerations.

Slightly different idea would be to run a shoutcast server on winamp, and allow people in the server to vote for the next track or something, that would probably be a lot easier to do. Obviously people would have to connect to the stream via winamp, but an autoannounce message or !showMediaServer command could give out the address for the media stream... again you still need to consider bandwidth....

---