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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 18:18 Or 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 doesnt delay brenbot which can happen alot 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 doesnt need to wait for brenbot to respond

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