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Subject: Re: I need help for JBserv

Posted by [Dean20056](#) on Tue, 01 Apr 2008 20:00:47 GMT

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if you are gonna have ssgm + lua then somthink like this will work.

```
if Message == "staydown" then
  InputConsole("snd m00avis_kiov0036i1gctk_snd.wav",pID)
end
```

There is a list of sounds below so for each 1 you want just ajust it abit like if u wanted tuffguy it would be

```
if Message == "tuffguy" then
  InputConsole("snd tuffguy1.wav",pID)
end
```

```
tuffguy = tuffguy1.wav
rocknroll= rokroll1.wav
yell = raveshaw_yell_long_1.wav
onit = onit1.wav
boom = nuke_strike_fire.wav
np = noprblm1.wav
yourside = mxxdsgn_dsgn030i1gbmg_snd.wav
fire = mxxdsgn_dsgn029i1gbmg_snd.wav
moo = amb_cow1.wav
yoursodead = l02b_02_hav02.wav
notfair = m00arat_kill0001i1gbmg_snd.wav
lefty = lefty1.wav
chicky = m00achk_kill0001i1gbmg_snd.wav
rats = m00apgn_kill0034i1gbmg_snd.wav
toeasy = m00asqr_kill0006i1gomg_snd.wav
n00b = m00asqr_kill0018i1mbpt_snd.wav
haha = m00asqr_kill0019i1mbrs_snd.wav
killer = m00asqr_kill0034i1gbmg_snd.wav
wow = m00avis_kick0022i1gcc1_snd.wav
eww = m00avis_kifi0021i1ccsf_snd.wav
didthat = m00avis_kiov0018i1nbgm_snd.wav
staydown = m00avis_kiov0036i1gctk_snd.wav
got1 = m00avis_kiov0037i1gcp1_snd.wav
hurt = m00avis_kiov0052i1gbmg_snd.wav
mistake = m00bgcc_kill0006i1gemg_snd.wav
ohno = m00bggt_kill0048i1ccsf_snd.wav
impressive = m00bgwf_kill0011i1gsgr_snd.wav
```

```
blowitup = m00bgwf_kill0048i1nctk_snd.wav
notv = m00bncc_kill0053i1gbmg_snd.wav
pain = m00bncc_kill0054i1gbmg_snd.wav
```

bye = m00bnol\_kill0054i1gbmg\_snd.wav  
cya = m00bnol\_kill0054i1gbmg\_snd.wav  
boink = m00bnss\_kill0053i1gbmg\_snd.wav  
costya = m00bntr\_kill0054i1gbmg\_snd.wav  
targetelim = m00bntu\_kill0006i1gemg\_snd.wav  
yeah = m00bntu\_kill0042i1gcc1\_snd.wav  
fun = m00bntu\_kill0045i1gcc4\_snd.wav  
righty = m00bntu\_kill0053i1gbmg\_snd.wav  
commingforu = m00ccfm\_atos0001i1ccfm\_snd.wav  
oops = m00ccfm\_kill0053i1gbmg\_snd.wav  
c00l = m00ccsm\_kibv0024i1gcc3\_snd.wav  
scum = m00decx\_001in\_mstm\_snd.wav  
woo = m00decx\_002in\_gcf1\_snd.wav  
die = m00decx\_002in\_nbft\_snd.wav  
tt = m00decx\_005in\_gcf1\_snd.wav  
hahaha = m00decx\_005in\_nbft\_snd.wav  
no = m00ffire\_002in\_gcf1\_snd.wav  
hey = m00gbrs\_pori0001i1gbrs\_snd.wav  
spidy = m00ggdi\_hesx0036i3gsrs\_snd.wav  
imgood = m00ggdi\_kill0001i3gers\_snd.wav  
ty = m00ggdi\_kill0011i2gsgr\_snd.wav  
yourgood = m00ggdi\_kill0021i1geen\_snd.wav  
notright = m00ggdi\_kill0037r1gbmg\_snd.wav

bh = m00gnod\_kill0002r2neen\_snd.wav  
nice1 = m00gnod\_kill0004r1neen\_snd.wav  
gotlucky = m00gnod\_kill0037r1nbft\_snd.wav  
toforone = m00gsrs\_kick0006i1neen\_snd.wav  
wasted = m00gsrs\_kiov0016i1nbft\_snd.wav  
driveby = m00gsrs\_kisq0016i1nbft\_snd.wav  
gotem = m00kill\_002in\_gcm2\_snd.wav  
ns = m00kill\_006in\_nsrs\_snd.wav  
kane = m00kill\_007in\_nsrs\_snd.wav  
onedown = m00kill\_008in\_gcm2\_snd.wav  
better = m00mstm\_kick0026i1gcc5\_snd.wav  
moretoys = m00pavr\_aqob0003i1gbmg\_snd.wav  
woot = m00pcpu\_aqob0001i1gbmg\_snd.wav  
nicework = m00r2\_r2r1gbmg\_snd.wav  
hmmmm = m00stoi\_002in\_gemg\_snd.wav  
phew = m00stoi\_005in\_gcc2\_snd.wav  
tofun = m00vnst\_kill0051i1gbmg\_snd.wav  
hero = m01dsgn\_dsgn0292i1gcp1\_snd.wav  
catcher = m01eval\_dsgn0087r1gbmg\_snd.wav  
backup = m01eval\_dsgn0087r1gbmg\_snd.wav  
firepower = m01vggb\_dsgn0049a1gbmg\_snd.wav  
nohelping = m02dsgn\_dsgn0010r1gbmg\_snd.wav  
pat = m02dsgn\_dsgn0115r1gbmg\_snd.wav

superman = m02dsgn\_dsgn0121r1gbmg\_snd.wav

snipe = m03dsgn\_dsgn0005r1gbmg\_snd.wav

trying = m03dsgn\_dsgn0020r1gbmg\_snd.wav

all = m03dsgn\_dsgn0039r1gbmg\_snd.wav

toydown = m03dsgn\_dsgn0072r1gbmg\_snd.wav

ohman = m04dsgn\_dsgn0026r1gbmg\_snd.wav

great = m04dsgn\_dsgn0031r1gbmg\_snd.wav

tommgdi = m05dsgn\_dsgn0065i1nbft\_snd.wav

coward = m05dsgn\_dsgn0066r1gsen\_snd.wav

allugot = m05dsgn\_dsgn0067i1nbft\_snd.wav

board = m05dsgn\_dsgn0069i1nbft\_snd.wav

badluck = m05dsgn\_dsgn0103i1gbmg\_snd.wav

tyerd = m05dsgn\_dsgn0168i1gbmg\_snd.wav

dieing = m06dsgn\_dsgn0081a1gcm2\_snd.wav

onaroll = m06dsgn\_dsgn0127r1gbmg\_snd.wav

getsome = m06dsgn\_dsgn221i1gbmg\_snd.wav

abouttime = m07dsgn\_dsgn0020i1gbmg\_snd.wav

tib = m08dsgn\_dsgn0014i1gbmg\_snd.wav

pistal = m10dsgn\_dsgn0064r1gbmg\_snd.wav

skill = mxxdsgn\_dsgn014i1gbmg\_snd.wav

ha = mtudsgn\_dsgn0285a1gbmg\_snd.wav

screem = mx0\_gdireconleader\_018.wav

lesson = mx2dsgn\_dsgn0019i1dsgn\_snd.wav

gg = mxxdsgn\_dsgn0010i1evag\_snd.wav

smile = mxxdsgn\_dsgn004i1gbmg\_snd.wav

shutup = mxxdsgn\_dsgn010i1gbmg\_snd.wav

ion = ion\_fire.wav

EKT-Dean