
Subject: Re: Sounds+Mods

Posted by [wittebolx](#) on Mon, 05 Jan 2009 14:55:58 GMT

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direct copy of a lua script we made a long time ago.

```
function printf(...)
  io.write(string.format(unpack(arg)))
end
function InputConsole(...)
  Console_Input(string.format(unpack(arg)))
end
```

Object = 0

```
function OnChat(pID, Type, Message)
  if Message == "dooby" then
    InputConsole("SNDA mxxdsgn_dsgn0027i1nemg_snd.wav")
  end
  if Message == "crispy" then
    InputConsole("SNDA mxxdsgn_dsgn0128i1neft_snd.wav")
  end
  if Message == "fear" then
    InputConsole("SNDA mxxdsgn_dsgn0061i1nomg_snd.wav")
  end
  if Message == "iown" then
    InputConsole("SNDA mxxdsgn_dsgn0059i1nemg_snd.wav")
  end
  if Message == "roasted" then
    InputConsole("SNDA mxxdsgn_dsgn0057i1neft_snd.wav")
  end
  if Message == "bag" then
    InputConsole("SNDA mxxdsgn_dsgn0013i1nomg_snd.wav")
  end
  if Message == "beg" then
    InputConsole("SNDA mxxdsgn_dsgn0010i1nomg_snd.wav")
  end
  if Message == "lol" then
    InputConsole("SNDA mx6dsgn_dsgn0010i1dsgn_snd.wav")
  end
  if Message == "try" then
    InputConsole("SNDA mx6dsgn_dsgn0009i1dsgn_snd.wav")
  end
  if Message == "all?" then
    InputConsole("SNDA mx6dsgn_dsgn0008i1dsgn_snd.wav")
  end
  if Message == "ulldie" then
    InputConsole("SNDA mx6dsgn_dsgn0005i1dsgn_snd.wav")
  end
end
```

```
if Message == "gogogo" then
    InputConsole("SNDA mx0_gditrooper3_alt04.wav")
end
if Message == "XD" then
    InputConsole("SNDA mx0_gdireconleader_018.wav")
end
if Message == "fancy" then
    InputConsole("SNDA mtudsgn_dsgn0318r1gbmg_snd.wav")
end
if Message == "call" then
    InputConsole("snda m00vnsc_kill0052i1gbmg_snd.wav", pID)
end
if Message == "stupid" then
    InputConsole("snda mxxdsgn_dsgn028i1gbmg_snd.wav", pID)
end
if Message == "dead" then
    InputConsole("snda m00vnsc_kill0051i1gbmg_snd.wav", pID)
end
if Message == "enemy" then
    InputConsole("snda 00-n066e.wav", pID)
end
if Message == "bye" then
    InputConsole("snda m00bnol_kill0054i1gbmg_snd.wav", pID)
end
if Message == "cya" then
    InputConsole("snda m00bnol_kill0054i1gbmg_snd.wav", pID)
end
if Message == "chicky" then
    InputConsole("snda m00achk_kill0001i1gbmg_snd.wav", pID)
end
if Message == "hehe" then
    InputConsole("snda mtudsgn_dsgn0377a1gbmg_snd.wav", pID)
end
if Message == "smile" then
    InputConsole("snda mxxdsgn_dsgn029i1gbmg_snd.wav", pID)
end
if Message == "jerks" then
    InputConsole("snda m11dsgn_dsgn0104r1gbmg_snd.wav", pID)
end
if Message == "daddy" then
    InputConsole("snda mtudsgn_dsgn0320a1gbmg_snd.wav", pID)
end
if Message == "shoot" then
    InputConsole("snda mxxdsgn_dsgn029i1gbmg_snd.wav", pID)
end
if Message == "burn" then
    InputConsole("snda m00decx_009in_neft_snd.wav", pID)
end
```

```
if Message == "boink" then
    InputConsole("snd m00bnss_kill0053i1gbmg_snd.wav", pID)
end
if Message == "die" then
    InputConsole("snd m00decx_004in_nsrs_snd.wav", pID)
end
if Message == "sit" then
    InputConsole("snd m00bnsn_kill0053i1gbmg_snd.wav", pID)
end
if Message == "squirrel" then
    InputConsole("snd m00asqr_kill0034i1gbmg_snd.wav", pID)
end
if Message == "snipe" then
    InputConsole("snd mx0_nodsniper_alt01.wav", pID)
end
if Message == "guns" then
    InputConsole("snd mxxdsgn_dsgn005i1gbmg_snd.wav", pID)
end
if Message == "ask" then
    InputConsole("snd m00ccck_kitb0029i1gbmg_snd.wav", pID)
end
if Message == "lucky" then
    InputConsole("snd m00gnod_kill0037r1nbft_snd.wav", pID)
end
if Message == "gg" then
    InputConsole("snd m00bcny_kill0054i1gbmg_snd.wav", pID)
end
if Message == "boom" then
    InputConsole("snd m00bnsn_kill0054i1gbmg_snd.wav", pID)
end
if Message == "n00b" then
    InputConsole("snd m00ggdi_kill0044r3gbmg_snd.wav", pID)
end
if Message == "hey" then
    InputConsole("snd m00gbmg_sfrx0001i1gbmg_snd.wav", pID)
end
if Message == "blabla" then
    InputConsole("snd mxxdsgn_dsgn011i1gbmg_snd.wav", pID)
end
if Message == "hi" then
    InputConsole("snd m00gbmg_sfrx0001i1gbmg_snd.wav", pID)
end
if Message == "eye" then
    InputConsole("snd m03dsgn_dsgn0005r1gbmg_snd.wav", pID)
end
if Message == "urdead" then
    InputConsole("snd l02b_02_hav02.wav", pID)
end
```

```

if Message == "stfu" then
    InputConsole("snda mxxdsgn_dsgn010i1gbmg_snd.wav", pID)
end
if Message == "fun" then
    InputConsole("snda m00gbmg_sfcx0001i1gbmg_snd.wav", pID)
end
if Message == "wait" then
    InputConsole("snda 00-n002e.wav", pID)
end
if Message == "toy" then
    InputConsole("snda mtudsgn_dsgn0289i1gbmg_snd.wav", pID)
end
if Message == "chaos" then
    InputConsole("snda m03dsgn_dsgn0024r1gbmg_snd.wav", pID)
end
if Message == "oops" then
    InputConsole("snda m00ccfm_kill0053i1gbmg_snd.wav", pID)
end
if Message == "fat" then
    InputConsole("snda m08dsgn_dsgn0014i1gbmg_snd.wav", pID)
end
if Message == "body" then
    InputConsole("snda m00vnst_aqob0001i1gbmg_snd.wav", pID)
end
if Message == "cool" then
    InputConsole("snda m00ccsm_kibv0024i1gcc3_snd.wav", pID)
end
if Message == "-.-funny" then
    InputConsole("snda mxxdsgn_dsgn002i1gbmg_snd.wav", pID)
end
if Message == "never" then
    InputConsole("snda l06b_10_hav03.wav", pID)
end
if Message == "nice" then
    InputConsole("snda l02b_01_hav01.wav", pID)
end
if Message == "haha" then
    InputConsole("snda m00decx_005in_nbft_snd.wav", pID)
end
if Message == "notwelcome" then
    InputConsole("snda m00ccfm_rtoc0001i1ccfm_snd.wav", pID)
end
if Message == "lag" then
    InputConsole("snda m00gnod_gcon0014r2nscw_snd.wav", pID)
end
if Message == "!apply" then
    InputConsole("sndp %d m00gnod_gcon0022r3nsmg_snd.wav", pID)
end

```

```
if Message == "notstupid" then
    InputConsole("snda mtudsgn_dsgn0075r1gbmg_snd.wav", pID)
end
if Message == "mlaunch" then
    InputConsole("snda missile_launch_6s.wav", pID)
end
if Message == "hawk1" then
    InputConsole("snda bird_hawk1.wav", pID)
end
if Message == "dance" then
    InputConsole("snda m00gbmg_decx0003i1gbmg_snd.wav", pID)
end
if Message == "sexy" then
    InputConsole("snda mxxdsgn_dsgn016i1gbmg_snd.wav", pID)
end
if Message == "hawk2" then
    InputConsole("snda bird_hawk2.wav", pID)
end
if Message == "shool" then
    InputConsole("snda mxxdsgn_dsgn027i1gbmg_snd.wav", pID)
end
if Message == "war" then
    InputConsole("snda ambbt1.wav", pID)
    InputConsole("snda ambbt2.wav", pID)
    InputConsole("msg WAR!!!!!!!!!!!!!!", pID)
end
if Message == "imhit" then
    InputConsole("snda mx0_a-10_167.wav", pID)
end
if Message == "trydie" then
    InputConsole("snda m00gbmg_dfax0003i1gbmg_snd.wav", pID)
end
if Message == "havoc?" then
    InputConsole("snda m00_died0005eval_snd.wav", pID)
end
if Message == "pain" then
    InputConsole("snda m00bncc_kill0054i1gbmg_snd.wav", pID)
end
if Message == "grr" then
    InputConsole("snda m00itoc_004in_mstm_snd.wav", pID)
end
if Message == "moo" then
    InputConsole("snda amb_cow1.wav", pID)
end
if Message == "wnn" then
    InputConsole("snda m00ccnc_dsgn0003i1ccnc_snd.wav", pID)
end
if Message == "notv" then
```

```

    InputConsole("snd_a_m00bncc_kill0053i1gbmg_snd.wav", pID)
end
if Message == "conecbroke" then
    InputConsole("snd_a_m00bncc_kill0003i1gbmg_snd.wav", pID)
end
if Message == "nooo" then
    InputConsole("snd_a_amb_scream1.wav", pID)
end
if Message == "weee" then
    InputConsole("snd_a_ambcheer1.wav", pID)
end
if Message == "next" then
    InputConsole("snd_a_m00ners_kill0052i1gbmg_snd.wav", pID)
end
if Message == "war2" then
    InputConsole("snd_a_ambbt13.wav", pID)
end
if Message == "unreal" then
    InputConsole("snd_a_m00avis_kill0047i1gbmg_snd.wav", pID)
end
if Message == "bu" then
    InputConsole("snd_a_bonus_update.wav", pID)
end
if Message == "outro" then
    InputConsole("snd_a_outro1.wav", pID)
end
if Message == "bc" then
    InputConsole("snd_a_bonus_complete.wav", pID)
end
if Message == "bf" then
    InputConsole("snd_a_bonus_fail.wav", pID)
end
if Message == "sf" then
    InputConsole("snd_a_secondary_fail.wav", pID)
end
if Message == "pu" then
    InputConsole("snd_a_primary_update.wav", pID)
end
if Message == "pc" then
    InputConsole("snd_a_primary_complete.wav", pID)
end
if Message == "pf" then
    InputConsole("snd_a_primary_fail.wav", pID)
end
if Message == "sc" then
    InputConsole("snd_a_secondary_complete.wav", pID)
end
if Message == "su" then

```

```
    InputConsole("snd secondary_update.wav", pID)
end
if Message == "dietime" then
    InputConsole("snd m00nsrs_kill0052i1gbmg_snd.wav", pID)
end
if Message == "run" then
    InputConsole("snd m00decx_010in_nbft_snd.wav", pID)
end
if Message == "skill" then
    InputConsole("snd mxxdsgn_dsgn014i1gbmg_snd.wav", pID)
end
if Message == "kids" then
    InputConsole("snd MXXDSGN_DSGN024I1GBMG_SND.wav", pID)
end
if Message == "urside" then
    InputConsole("snd MXXDSGN_DSGN030I1GBMG_SND.wav", pID)
end

end

function OnPlayerJoin(pID, Nick)

end

function OnPlayerLeave(pID)

end

function OnHostMessage(ID, Type, Message)

end

function OnLevelLoaded()

end

function OnLevelEnded()

end

function OnConsoleOutput(Message)

end

function OnDDERecived(Message)

end
```

```
function OnObjectCreate(Object)
```

```
end
```
