Subject: ServerSide CP1 and CP1 problem
Posted by RockyR on Tue, 04 Jan 2005 23:52:03 GMT
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also, i tryed the snda (sounds for all players) command! On a normal hosted game only the hoster hear the sound! On a dedicated noone hear the sound file!
for normal hosting my soundfile is in the Renegade/Data
for dedicated hosting my soundfile is in the FDSRenegade/Data
the soundfile is a .wav soundfile!
why the command didn´t work correctly?!? can someone help me?!?

an idea for the server side cp1: make it that one can hear an endless-sound in a dedicated server!
for example:

sound on server=0
set this to 1 to enable sound!
sound directory=C:/Westwood/Renegade/Data/Bla.wav
# the directory for the soundfile!
endless=0
# set this to 1 to repeat your soundfile

Rocky

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i know my english is bad, but i hope you understand it!

Subject: ServerSide CP1 and CP1 problem
Posted by Blazer on Wed, 05 Jan 2005 09:23:20 GMT
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the sound commands can only play sounds that all the clients have, inside their always.dat file.

So try something like this:
snda yo1.wav

The sound file names must reference sound files that are inside always.dat, you cannot place a random sound on the server and play it on all the clients.

Subject: ServerSide CP1 and CP1 problem
Posted by RockyR on Wed, 05 Jan 2005 22:30:10 GMT
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ohhhh ok!
thx for your answer!

but it is an idea... maybe in cp2 we can use the command as a random music!(?)

Subject: ServerSide CP1 and CP1 problem
Posted by zunnie on Thu, 06 Jan 2005 05:16:47 GMT
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) Upload a sound.wav to a website or something
) copy the sound to the fds\data dir
) bind to a script on irc or something (ie !sound)

Advertise the sound, players who download it and put it in their data dir can hear it.

Subject: ServerSide CP1 and CP1 problem
Posted by EA-DamageEverything on Sun, 09 Jan 2005 12:06:32 GMT
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Perfect, now I know how it goes! THX