
Subject: server "boink", "gotya" sounds
Posted by [jnz](#) on Sat, 08 Jul 2006 22:47:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

hi, i have looked al over the net for this on some servers if you type in boink on public chat you here "oh i love that sound", how do i do that in my server?
i have BRenBot renegade fds and latest ver of ssow

ty

Subject: Re: server "boink", "gotya" sounds
Posted by [Stumpy](#) on Sun, 09 Jul 2006 08:33:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

for this you have to create an irc script which plays an snda sound out of the always.dat if brenbot mentioned a word like "boink"

Subject: Re: server "boink", "gotya" sounds
Posted by [jnz](#) on Sun, 09 Jul 2006 10:36:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

im new to irc and dont know any scripting, is there a script with installation instructions anyware. or can i do it another way?

ty for reply.

EDIT: know where i get the sound from? i cant find them in allways.dat or allways2.dat
EDIT: i found them in the renegade allways.dat

Subject: Re: server "boink", "gotya" sounds
Posted by [jnz](#) on Mon, 10 Jul 2006 01:58:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

all i need to know is what the script name is or a link, i have looked into mirc scripting but cannot do it . is it possible to use perl or c++ because i am good at scripting with those. i am getting very frustated because hosts will not tell me the name of the script!

Subject: Re: server "boink", "gotya" sounds
Posted by [PackHunter](#) on Mon, 10 Jul 2006 05:27:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's all custom stuff specificy made by the server owners, Most won't just give you their mods.

But if you are familier with C++, doing it yourself in scripts.dll (instead of a mirc script) shouldn't be any problem for you. [http://www.renegadeforums.com/index.php?t=msg&th=20149&am](http://www.renegadeforums.com/index.php?t=msg&th=20149&start=0&rid=3776)
[p;start=0&rid=3776](http://www.renegadeforums.com/index.php?t=msg&th=20149&start=0&rid=3776)

Now, I don't want to be an ass but tips and tricks about modding scripts.dll are spread all over these forums, so you might want to use the search button.

Subject: Re: server "boink", "gotya" sounds
Posted by [jnz](#) on Mon, 10 Jul 2006 11:57:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

i should be able to decompile scripts.dll pretty easily. sounds like a small project for me? just one question, how do i access and play the sound from allways.dat?

ty for reply.

dan

Subject: Re: server "boink", "gotya" sounds
Posted by [Renx](#) on Tue, 11 Jul 2006 16:43:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you're good with C++ and Perl, picking up IRC coding shouldn't be any challenge at all.

Subject: Re: server "boink", "gotya" sounds
Posted by [jnz](#) on Tue, 11 Jul 2006 16:56:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

i tried to find some tutorials but most of them are rubbish, anyway i wanted to intergrate it into the bot i am writing in c++.

Subject: Re: server "boink", "gotya" sounds
Posted by [Stumpy](#) on Tue, 11 Jul 2006 17:09:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok in C++ you need to create a chathook that listens to these emotions and if it get poked plays the "snda filename" via the console. To know how a Chathook will looks like look into ssaow(1.5) it already include some chathooks.

Subject: Re: server "boink", "gotya" sounds
Posted by [jnz](#) on Wed, 12 Jul 2006 08:09:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

thank you - someone who knows how to play music from allways.dat AND listen to the dialogue.

i cant check it at the moment, but it sound like it will work.

btw: Thank-you everyone who helped me on this thread

Subject: Re: server "boink", "gotya" sounds
Posted by [jnz](#) on Wed, 12 Jul 2006 17:34:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

snda doesnt work it says that it is an invalid command

Subject: Re: server "boink", "gotya" sounds
Posted by [futura83](#) on Wed, 12 Jul 2006 18:10:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

go to C:\Westwood\RenegadeFDS\Server\commands.txt.

in there you will find a list of console commands.

SNDA should work.

if that dosnt work, use the MUSICA command. this command will play an mp3 to all players, so you'll need to convert.

Subject: Re: server "boink", "gotya" sounds
Posted by [jnz](#) on Wed, 12 Jul 2006 18:33:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

is this proof...

File Attachments

1) [wont work.bmp](#), downloaded 239 times

Subject: Re: server "boink", "gotya" sounds
Posted by [Stumpy](#) on Wed, 12 Jul 2006 18:57:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Its recommend that you have scripts 2.8 or ssaow installed
FOR scripts 2.8 go here -> <http://sourceforge.net/projects/rentools>
(rename your scripts.dll in your renegade server folder and unpack scripts.dll, bhs.dll out of the zip
and copy it to you renegade server dir)

Subject: Re: server "boink", "gotya" sounds
Posted by [jnz](#) on Wed, 12 Jul 2006 19:32:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

TY!!!!!! it is finnally working! ty for all your help and replys.

Dan
