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Subject: Gameover music

Posted by [AoBfrost](#) on Mon, 26 Mar 2007 03:36:48 GMT

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Hi, I know alot about hosting renegade servers using FDS and have hosted a few as test, or real servers temporary, but I was wondering if there was a script to play music at the game over/scoreboard when you see everyone's score, I know nightma12 had this in Nightregulator if you set a time limit and it ran out, it would play "Sakura\_dogfight.mp3", I use Nightregulator but don't have a time limit, but then it also had a countdown timer and game over sound, how can i add this to the game over screen without adding time to the server? It doesn't need the countdown since my server is a marathon with no time, but is it possible to mod the scripts to play a certain part of the mp3 during scoreboard? Thanks.

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Subject: Re: Gameover music

Posted by [Jerad2142](#) on Mon, 26 Mar 2007 05:51:41 GMT

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You could use script to play the music once one teams buildings were destroyed.

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Subject: Re: Gameover music

Posted by [AoBfrost](#) on Mon, 26 Mar 2007 17:12:57 GMT

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Well, i have no experience what so ever really scripting, but I think making it play music after all buildings were killed would need to be done for every map because of differences such as silo's agt/obby and power plant not on all maps. Though I got this idea from Nightma12, he might know a way easily.

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Subject: Re: Gameover music

Posted by [Zion](#) on Mon, 26 Mar 2007 17:14:11 GMT

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I'm sure the FDS sends a command out at the end of a match. Just hook onto that command with the SNDA console command.

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Subject: Re: Gameover music

Posted by [AoBfrost](#) on Mon, 26 Mar 2007 17:19:52 GMT

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But how can I do that? I'm not really sure, if you know could you do a quick step by step tutorial? Or is it possible in a .ini file.

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Subject: Re: Gameover music  
Posted by [Zion](#) on Mon, 26 Mar 2007 17:21:19 GMT  
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It would be in the scripts.dll file and i don't know C++ so i can't exactly tell you what to do. Best to ask a programmer

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Subject: Re: Gameover music  
Posted by [AoBfrost](#) on Mon, 26 Mar 2007 17:27:19 GMT  
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Time to download C++ and screw with the settings I guess....my friend Saad knows C++ so maybe I should ask him since he modded his scripts.dll very well, but then again, modding scripts.dll wont work with people that dont have newer scripts, and as usual....it wont work for them because most people dont even know whats scripts are.

Off topic: Thanks megro for your tutorial on NR on nightma12's website, it helped me alot when making my WOL server.

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Subject: Re: Gameover music  
Posted by [Zion](#) on Mon, 26 Mar 2007 17:59:12 GMT  
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That's not entierly true. I know a friend who has his bot inside the scripts.dll file and that works perfectly serverside.

Only certain things are needed on both the client and the server. SNDA is already on both so that's ok. You just need a script to call it.

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Subject: Re: Gameover music  
Posted by [AoBfrost](#) on Mon, 26 Mar 2007 18:02:19 GMT  
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Ah! True true.....but playing only a certain section of the song, thats where I am clueless. The only thing I can find that would be easier is playing "sakura dogfight.mp3" since it sounds better playing from beggining, I will try some scripting later today.

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Subject: Re: Gameover music  
Posted by [Zion](#) on Mon, 26 Mar 2007 19:51:56 GMT  
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Snda will play the track from the start to the finnish once. Musica will play the track over and over

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untill NoMusica is 'heard'.

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Subject: Re: Gameover music

Posted by [AoBfrost](#) on Tue, 27 Mar 2007 12:32:36 GMT

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I'm hosting a server now temporarily for a friend since he doesnt have a server for his clan anymore, so I just changed to to all out war, so far 0 games have gone past 30minutes, so I think it's appropriate to place time at 30 minutes...and if it runs iout...it will play the music =D

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Subject: Re: Gameover music

Posted by [Zion](#) on Tue, 27 Mar 2007 17:15:12 GMT

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Either that or you could just play music throughout the match.

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