Subject: In-Game Sounds/Music
Posted by Matrixra on Sat, 04 Aug 2007 16:52:10 GMT
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Hi guys,

Forgive me if this question is a silly one but I want to ask!
How can I get in-game music, and also in-game sounds to play in my server? Sounds like DIE!
etc.

Many thanks in advance,

Matrixra

Subject: Re: In-Game Sounds/Music
Posted by AmunRa on Sat, 04 Aug 2007 17:00:44 GMT
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brenbot.

Subject: Re: In-Game Sounds/Music
Posted by Darknes2 on Sat, 04 Aug 2007 17:01:09 GMT
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well i have that on my server i scripted them using the lua plugin for SSGM. or you can use
brenbot and get the funsounds plugin

Subject: Re: In-Game Sounds/Music
Posted by Matrixra on Sat, 04 Aug 2007 17:05:22 GMT
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Thanks a lot for your replies.

I could not see the settings in BrenBot for this. I must have missed it!
I will also try that funsounds plugin.

Thanks again!

Subject: Re: In-Game Sounds/Music
Posted by Matrixra on Sat, 04 Aug 2007 17:24:01 GMT
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I have had a search around and can not find the funsounds? Where could I get this download?

Subject: Re: In-Game Sounds/Music
Posted by danpaul88 on Sat, 04 Aug 2007 17:25:23 GMT
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http://www.lmsbc.com/html_new/downloads.php?download=58

Subject: Re: In-Game Sounds/Music
Posted by Matrixra on Sat, 04 Aug 2007 17:57:57 GMT
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Thanks for that, it works a treat!
Just the music to do and my server is finished!

Subject: Re: In-Game Sounds/Music
Posted by Matrixra on Sat, 04 Aug 2007 18:18:42 GMT
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Am I right that with BrenBot there is a config for keeping music playing all the time in the game?
Cycling through the mp3's of the game?

Subject: Re: In-Game Sounds/Music
Posted by Sn1per74* on Sat, 04 Aug 2007 18:47:14 GMT
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You can get NR and get psufan's sound plugin. It has at least 100 sounds. And built in to NR,
music plays as you play the map.

Subject: Re: In-Game Sounds/Music
Posted by danpaul88 on Sat, 04 Aug 2007 20:59:20 GMT
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I did develop a plugin for brenbot to cycle through the mp3 files in the always.dat, but clients with
scripts.dll older than about 2.5 wont hear them (and the plugin is designed not to even send it to
them), and for some inexplicable reason clients with 2.9.2 crashes, while 3.0 + and 2.6 -> 2.8
work just fine.

Subject: Re: In-Game Sounds/Music
Posted by ExEric3 on Sun, 05 Aug 2007 07:03:36 GMT
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Matrixra you know how use IRC scripts and maybe edit it in notepad?

Subject: Re: In-Game Sounds/Music
Posted by Matrixra on Mon, 06 Aug 2007 09:42:34 GMT
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Thats my problem, I am not very up on scripts. I can just about understand them enough to make them work!.... Some times.
Since I decided to make the changes to my server, I keep coming across new things that I can't do.
For example, I wanted to increase the output of the harvs, and I assumed it would be a simple matter of changing one line of text somewhere, hahaha!
I am so close to having my server spot on, so this is infuriating me.

Thanks again for your help,

Matrixra

Subject: Re: In-Game Sounds/Music
Posted by Gen_Blacky on Thu, 09 Aug 2007 05:53:01 GMT
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so is there like a sound bot plugin for ssgm 2.0.2 or like funsounds plugin for ssgm like breny bot has