
Subject: CloudyServ

Posted by [Dean20056](#) on Fri, 25 Apr 2008 11:51:00 GMT

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Hi there. i was wondering if anyone knows how to get ingame sounds with a cloudy serv bot. i have seen a few servers with it. i tried this (below) from another persons post but id did not work for cs. It is CloudyServ Version 0.982.

zunnie wrote on Thu, 01 February 2007 17:02 You need to setup an mirc bot to do it, at least thats how we used

to do it back in the day WOL was still WOL and not XWIS..

Put this in remotes (ALT+R in mirc) for example and place this dll in your mirc folder:

<http://www.game-maps.net/index.php?action=file&id=683>

```
alias FDS {  
  dll mIRC_Ren.dll FDS_Send 127.0.0.1 5050 password %msg  
}
```

```
on *:text:*.#ChannelName: {  
  if ($nick == BRenBotName) {  
    if ($2 == gotya) FDS snd a mx0_nodsniper_alt07.wav  
    if ($2 == chicky) FDS snd a m00achk_kill0001i1gbmg_snd.wav  
    if ($2 == skill) FDS snd a mxxdsgn_dsgn014i1gbmg_snd.wav  
    if ($2 == snipe) FDS snd a mx0_nodsniper_alt01.wav  
    if ($2 == killem) FDS snd a mx1dsgn_dsgn0018i1dsgn_snd.wav  
    if ($2 == guns) FDS snd a mxxdsgn_dsgn005i1gbmg_snd.wav  
    if ($2 == smile) FDS snd a mxxdsgn_dsgn004i1gbmg_snd.wav  
    if ($2 == toy) FDS snd a mtudsgn_dsgn0289i1gbmg_snd.wav  
    if ($2 == hehe) FDS snd a mtudsgn_dsgn0377a1gbmg_snd.wav  
    if ($2 == jerks) FDS snd a m11dsgn_dsgn0104r1gbmg_snd.wav  
    if ($2 == kills) FDS snd a m00avis_kick0030i1moac_snd.wav  
    if ($2 == ^) FDS snd a m00avis_kifi0021i1ccsf_snd.wav  
    if ($2 == waiting) FDS snd a m11dsgn_dsgn0069i1mbpt_snd.wav  
    if ($2 == haveya) FDS snd a m11dsgn_dsgn0073i1mbpt_snd.wav  
    if ($2 == tt) FDS snd a m00mstm_kill0013i1gbrs_snd.wav  
    if ($2 == bwahaha) FDS snd a m00asqr_kill0019i1mbrs_snd.wav  
    if ($2 == death) FDS snd a m00avis_kick0030i1moac_snd.wav  
    if (n00b isin $2-) FDS snd a m00asqr_kill0018i1mbpt_snd.wav  
    if ($2 == coffee) FDS snd a m00gnod_gcon0041i3nbgm_snd.wav  
    if ($2 == squirrel) FDS snd a m00asqr_kill0034i1gbmg_snd.wav  
    if ($2 == sit) FDS snd a m00bnsn_kill0053i1gbmg_snd.wav  
    if ($2 == ask) FDS snd a m00ccck_kitb0029i1gbmg_snd.wav  
    if ($2 == die) FDS snd a m00decx_004in_nsrs_snd.wav  
    if ($2 == fun) FDS snd a m00gbmg_sfcx0001i1gbmg_snd.wav  
    if ($2 == hunt) FDS snd a m00gbmg_sfsx0001i1gbmg_snd.wav
```

```

if ($2 == medic) FDS snda m00ffire_003in_gemg_snd.wav
if ($2 == run) FDS snda m00decx_010in_nbft_snd.wav
if ($2 == daddy) FDS snda mtudsgn_dsgn0320a1gbmg_snd.wav
if ($2 == shoot) FDS snda mxxdsgn_dsgn029i1gbmg_snd.wav
if ($2 == haha) FDS snda laugh1.wav
if ($2 == left) fm3 snda lefty1.wav
if ($8-9 == Tiberium field.) FDS snda m00gbrs_dfax0001i1gbrs_snd.wav
if ($4-5 == been killed.) FDS snda m00kimd_004in_nors_snd.wav
if ($2 == buuurn) FDS snda m00decx_007in_neft_snd.wav
if ($2 == stfu) FDS snda mxxdsgn_dsgn010i1gbmg_snd.wav
if ($2 == burn) FDS snda m00decx_009in_neft_snd.wav
if ($2 == boink) FDS snda m00bnss_kill0053i1gbmg_snd.wav
if ($2 == more?) FDS snda m00ccck_kitb0029i1gbmg_snd.wav
if ($2 == nonono) FDS snda m00gbrs_stoc0001i1gbrs_snd.wav
if ($2 == noes) FDS snda m00gcc3_sftd0001i1gcc3_snd.wav
if ($2 == udie) FDS snda m00gcf1_decx0001i1gcf1_snd.wav
if ($2 == boo) FDS snda m00kimd_001in_neft_snd.wav
if ($2-3 == i smell) FDS snda m00avis_kifi0020i1nctk_snd.wav
if ($2 == moo) FDS snda amb_cow1.wav
if ($2-3 == killed himself.) FDS snda m00gbrs_dfax0001i1gbrs_snd.wav
if ($2 == cya) FDS snda m00bnol_kill0054i1gbmg_snd.wav
if ($2 == help) FDS snda m00gbrs_hftd0001i1gbrs_snd.wav
if ($2 == gg) FDS snda m00bncy_kill0054i1gbmg_snd.wav
if ($2 == lucky) FDS snda m00gnod_kill0037r1nbft_snd.wav
if ($2 == urdead) FDS snda l02b_02_hav02.wav
if ($2 == finally) FDS snda m00gsmg_atoc0001i1gsmg_snd.wav
if ($2 == strike) FDS snda m00gsrs_kill0029i1nbft_snd.wav
if ($2 == wasted) FDS snda m00gsrs_kiov0016i1nbft_snd.wav
if ($2 == present) FDS snda bombit1.wav
if ($2 == pray) FDS snda m11dsgn_dsgn0073i1mbpt_snd.wav
if ($2 == amateur) FDS snda m00bntu_kill0040i1gcm1_snd.wav
if ($2 == eye) FDS snda m03dsgn_dsgn0005r1gbmg_snd.wav
}
}

```

This should do the trick, you can use the FDS alias to do whatever valid FDS command is possible...

Obviously you have to change "5050" and "password" to whatever you set it to in server.ini

i tried that with clouดยserv but it did not work. please help if you can.

Dean20056

Subject: Re: CloudyServ
Posted by [sycar](#) on Fri, 25 Apr 2008 13:17:05 GMT
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Dean

Theres no reason why that shouldn't work if setup properly. Remember to set #ChannelName to the #chan that you currently have cloudyserv logging to, and \$nick to the name of your cloudyserv bot; in addition to the instructions posted by zunnie.

Subject: Re: CloudyServ
Posted by [Dean20056](#) on Fri, 25 Apr 2008 15:04:07 GMT
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buffymanick wrote on Fri, 25 April 2008 08:17Dean

Theres no reason why that shouldn't work if setup properly. Remember to set #ChannelName to the #chan that you currently have cloudyserv logging to, and \$nick to the name of your cloudyserv bot; in addition to the instructions posted by zunnie.

ok buffy i will try again. i was in abit of a rush when i tried it the first time as i had to get to school lol. thanks for replying

btw just 1 more thing. I was putting it in DreamBot irc bot. does that matter? i just added it to the remotes and the mirc_ren.dll into the DreamBot folder.

Subject: Re: CloudyServ
Posted by [Lone0001](#) on Fri, 25 Apr 2008 15:48:15 GMT
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Buffy posting on ren forums .

Subject: Re: CloudyServ
Posted by [The Executor](#) on Fri, 25 Apr 2008 15:50:07 GMT
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{SB}Lone0001 wrote on Fri, 25 April 2008 10:48Buffy posting on ren forums .

Lets play a game called "Explain what you mean by that". Well?

Subject: Re: CloudyServ
Posted by [Lone0001](#) on Fri, 25 Apr 2008 15:51:57 GMT

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Well if you search for posts by him you would see the gap in between them is big.

Subject: Re: CloudyServ

Posted by [sycar](#) on Fri, 25 Apr 2008 19:51:26 GMT

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I come and go, give a lil help where I can. People who know me, know where they can contact me. And yes dean it should work in any mirc, regardless of scripts running, as long as mirc and the game server are on the same machine hence the 127.0.0.1 in the code.

Subject: Re: CloudyServ

Posted by [mrÃ£Ã§Ã-z](#) on Fri, 25 Apr 2008 21:12:25 GMT

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Change MonkeyX01 with your Name:

```
class AlarmChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        const char * name = Get_Player_Name(Get_GameObj(ID));
        if (strcmp(name, "MonkeyX01") == 0)
        Console_Input("snd a klax1a.wav");
    }
};
ChatCommandRegistrant<AlarmChatCommand>
AlarmChatCommandReg("!alarm",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

Subject: Re: CloudyServ

Posted by [Dean20056](#) on Fri, 25 Apr 2008 22:18:30 GMT

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Madrockz wrote on Fri, 25 April 2008 16:12Change MonkeyX01 with your Name:

```
class AlarmChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        const char * name = Get_Player_Name(Get_GameObj(ID));
        if (strcmp(name, "MonkeyX01") == 0)
        Console_Input("snd a klax1a.wav");
    }
}
```

```
};  
ChatCommandRegistrant<AlarmChatCommand>  
AlarmChatCommandReg("!alarm",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

ok Thanks Simon. btw madrockz what is that for?

Subject: Re: CloudyServ
Posted by [Lone0001](#) on Fri, 25 Apr 2008 23:28:03 GMT
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That's C++ code for a command that makes an alarm sound(klax1a.wav) every time you say "!alarm" I don't know why he posted it here it is pretty useless really you could do it much easier with Lua or mirc scripts even.

Subject: Re: CloudyServ
Posted by [cncnick13](#) on Sat, 26 Apr 2008 23:40:45 GMT
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yea use lua for sounds. i can give u a codelist with 50 sounds.
