Subject: Music
Posted by _SSnipe_ on Fri, 18 Jul 2008 00:52:12 GMT
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as i seen in rp2 mod if u place a mp3 inside ur data folder and do a command with the name of the file it plays the song ingame....why dont you guys try to do that in ur patch none serverside... so in any serv u type name of a song u have in there and it plays

Subject: Re: Music
Posted by a000clown on Fri, 18 Jul 2008 01:11:56 GMT
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Quote:MUSICA <mp3 file> - Plays a MP3 file for all players. Host only.
MUSICP <player> <mp3 file> - Plays a MP3 file for a specific player. Host only.

NOMUSICA - Stops the background music for all players. Host only.
NOMUSICP <player> - Stops the background music for a specific player. Host only.

SND3DA <player> <wav file> - Plays a 3D WAV file for all players. The player is used to identify where to play the 3d sound. Host only.
SND3DP <player> <wav file> - Plays a 3D WAV file for a specific player. Host only.
SND3DT <player> <team> <wav file> - Plays a 3D sound for a given team at the location of <player>. Host only.
0 = Nod
1 = GDI
SNDA <wav file> - Plays a WAV file for all players. Host only.
SNDP <player> <wav file> - Plays a WAV file for a specific player. Host only.
SNDT <team> <wav file> - Plays a WAV file for a specific team. Host only.
SONG - Prints the name of the last song loaded by the MUSIC command or the Set_Background_Music script command. Host only.
I'm still on scripts 2.9 so I don't know if the 3.x line has included more.

I think you're looking more towards a server radio for in-game players with streaming media or pre-downloaded, maybe the same way as the map downloader.

Subject: Re: Music
Posted by _SSnipe_ on Fri, 18 Jul 2008 01:15:03 GMT
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ya but mos tof those are host,admins or serverside im talking be able to do it anywhere at anytime when join a server in wol

Subject: Re: Music

Posted by a000clown on Fri, 18 Jul 2008 01:19:33 GMT
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If the sound/music is solely for you and no one else in-game can hear it then what's the point of integrating it into the game? I don't see the benefit of this over any other player specifically designed for music.

Subject: Re: Music
Posted by _SSnipe_ on Fri, 18 Jul 2008 01:53:11 GMT
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just for fun if someone can play msuic out of there data without minimizing the game or if they can set a patch location that be cool 2

Subject: Re: Music
Posted by mrÃ£Ã§Ä·z on Fri, 18 Jul 2008 05:26:29 GMT
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Convert .mp3 to a .wav file (when the patch release that players can autodownload it) then make a simple script to play a sound and choose the music .wav file

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Subject: Re: Music
Posted by saberhawk on Fri, 18 Jul 2008 06:23:30 GMT
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madrackz wrote on Fri, 18 July 2008 00:26Convert .mp3 to a .wav file (when the patch release that players can autodownload it) then make a simple script to play a sound and choose the music .wav file

NO. DO NOT WANT.

(Leave the poor MP3 files alone, Miles can read them as-is)

Subject: Re: Music
Posted by GEORGE ZIMMER on Fri, 18 Jul 2008 11:10:14 GMT
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EKTRPG has an !mm command where it will play the specified music file, provided it's within your Renegade\Data folder. I think that's what he wants, and I agree- It'd be handy.

Subject: Re: Music
Posted by Caveman on Fri, 18 Jul 2008 11:51:10 GMT
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Brenbot already has that...Download the custom command plugin and make your own !mm or whatever command...Or just use the !fds musica <file> command.

Subject: Re: Music
Posted by _SSnipe_ on Fri, 18 Jul 2008 13:48:26 GMT
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Caveman wrote on Fri, 18 July 2008 04:51Brenbot already has that...Download the custom command plugin and make your own !mm or whatever command...Or just use the !fds musica <file> command.
 but servers have to have it...

Subject: Re: Music
Posted by GEORGE ZIMMER on Fri, 18 Jul 2008 14:15:22 GMT
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Yeah, that's the problem. Would be nice for everyone, and it's shown to be easily done. Plus, if there's a command that can play music for everyone, surely there can be one for just yourself.

Subject: Re: Music
Posted by StealthEye on Sat, 19 Jul 2008 12:14:01 GMT
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Any server can implement this with what the custom scripts.dll offers. They don't need TT for it. Changes like these are not suited for the patch TT is making.