Subject: [SSGM 4.0 Plugin] Sounds Plugin
Posted by iRANian on Sun, 18 Sep 2011 17:55:15 GMT

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Name: SSGM 4.0 Sounds Plugin
Version: v1.0
Author: ExEric3, ported to 4.0 by iRANian

This is a plug-in was designed to work with SSGM 4.0 for Renegade.

This plug-in allows to players listen special sounds from triggered words in game. There are also some in game commands:
!sound - display all sounds groups (numbers of groups)
!sound1/!sounds1 - display specified group of sounds
.
.
.
!sound8/!sounds8 - display specified group of sounds

To use this plug-in, refer to SSGM.ini in your SSGM 2.02 server folder.
You'll need to add the .dll to the server folder, and make an entry in the [Plugins] section (SSGM.ini), mine looks like this:

[Plugins]
01=Sounds

You can also specify your own triggered words and own .wav files, this binary file accept only first 256 .wav files. For more file you need recompile source code.
To add extra, add a section called "[Sounds_Plugin]" to SSGM.ini and add some entries, so it looks like the following for example:

[Sounds_Plugin]
01 = chicky m00achk_kill0001i1gbmg_snd.wav
02 = skill mxxdsgn_dsgn014i1gbmg_snd.wav
03 = hehe mtudsgn_dsgn0377a1gbmg_snd.wav
04 = hh mtudsgn_dsgn0377a1gbmg_snd.wav

See Sounds.ini for more example entries (note that this plugin doesn't load from Sounds.ini, it's just an example of possible entries).

Special thanks to:
zunnie - original idea
reborn - readme and his source codes as examples
jnz - helped with the source

File Attachments
1) Sounds SSGM 4.0 Plugin v1.1.zip, downloaded 323 times

Subject: Re: [SSGM 4.0 Plugin] Sounds Plugin
Posted by zunnie on Sun, 18 Sep 2011 18:00:30 GMT
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Nice, will use it for TCW
There will be taunts in that too

Subject: Re: [SSGM 4.0 Plugin] Sounds Plugin
Posted by iRANian on Sun, 18 Sep 2011 18:10:36 GMT
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Oops, I forgot to add the source to the ZIP file. It should be fixed now.

Subject: Re: [SSGM 4.0 Plugin] Sounds Plugin
Posted by ExEric3 on Sun, 18 Sep 2011 18:15:53 GMT
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Thanks for help iRANian

Subject: Re: [SSGM 4.0 Plugin] Sounds Plugin
Posted by iRANian on Mon, 05 Mar 2012 22:13:07 GMT
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I've released an update to severely increase the performance of this plugin (by using a hash map/table instead of string comparing all the sound triggers when someone uses text, and by removing the sscanf() call).

Subject: Re: [SSGM 4.0 Plugin] Sounds Plugin
Posted by [-HOH-]szymek777 on Sun, 15 Feb 2015 12:30:27 GMT
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Please update to 4.1