

---

Subject: Re: Server MP3s

Posted by [ExEric3](#) on Mon, 29 May 2006 10:43:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

My ExBot:

```
alias NEW1 {
  var %msg = $1-
  if ($1 == msg) var %msg = $1 $2-
  dll mIRC_Ren.dll FDS_Send server_remote_ip server_remote_port server_password %msg
}
on *:text:*.#your_irc_channel:{
  if ($nick == your_bot_nick) {
    if ($2 == !music) {
      .timer 1 1 NEW1 msg [BR] Music commands CP1 and RG required (01-18): !music01;
!music02; !music03 ...
      .timer 1 1 NEW1 msg [BR] If you want stop all tracks you can use command: !musicstop
    }
    if ($2 == !music01) {
      .timer 1 1 NEW1 MUSICA sakura battle theme.mp3
      .timer 1 1 NEW1 msg [BR] Now playing track: Sakura Battle Theme.mp3 (Bitrate: 128Kbps)
(Time: 4:00)
    }
    if ($2 == !music02) {
      .timer 1 1 NEW1 MUSICA 05-moveit.mp3
      .timer 1 1 NEW1 msg [BR] Now playing track: Move It.mp3 (Bitrate: 128Kbps) (Time: 1:59)
    }
    if ($2 == !music03) {
      .timer 1 1 NEW1 MUSICA sneakattack.mp3
      .timer 1 1 NEW1 msg [BR] Now playing track: Sneak Attack.mp3 (Bitrate: 128Kbps) (Time:
3:47)
    }
    if ($2 == !music04) {
      .timer 1 1 NEW1 MUSICA sniper.mp3
      .timer 1 1 NEW1 msg [BR] Now playing track: Sniper.mp3 (Bitrate: 128Kbps) (Time: 3:50)
    }
    if ($2 == !music05) {
      .timer 1 1 NEW1 MUSICA stopthemagain.mp3
      .timer 1 1 NEW1 msg [BR] Now playing track: Stop The Magain.mp3 (Bitrate: 128Kbps) (Time:
3:54)
    }
    if ($2 == !music06) {
      .timer 1 1 NEW1 MUSICA mechmansrevenge.mp3
      .timer 1 1 NEW1 msg [BR] Now playing track: Mechan's Revenge.mp3 (Bitrate: 128Kbps)
(Time: 4:36)
    }
    if ($2 == !music07) {
```

```

.timer 1 1 NEW1 MUSICA onyourfeet.mp3
.timer 1 1 NEW1 msg [BR] Now playing track: On Your Feet.mp3 (Bitrate: 128Kbps) (Time:
3:53)
}
if ($2 == !music08) {
.timer 1 1 NEW1 MUSICA sakura_dogfight.mp3
.timer 1 1 NEW1 msg [BR] Now playing track: Sakura Dogfight.mp3 (Bitrate: 128Kbps) (Time:
4:39)
}
if ($2 == !music09) {
.timer 1 1 NEW1 MUSICA defunkt.mp3
.timer 1 2 NEW1 msg [BR] Now playing track: Defunkt.mp3 (Bitrate: 128Kbps) (Time: 2:43)
}
if ($2 == !music10) {
.timer 1 1 NEW1 MUSICA in the line of fire.mp3
.timer 1 1 NEW1 msg [BR] Now playing track: In The Line Of Fire.mp3 (Bitrate: 128Kbps)
(Time: 3:54)
}
if ($2 == !music11) {
.timer 1 1 NEW1 MUSICA raveshaw_act on instinct.mp3
.timer 1 1 NEW1 msg [BR] Now playing track: Raveshaw Act On Instinct.mp3 (Bitrate:
128Kbps) (Time: 3:28)
}
if ($2 == !music12) {
.timer 1 1 NEW1 MUSICA 01-command&conquer.mp3
.timer 1 1 NEW1 msg [BR] Now playing track: Command & Conquer.mp3 (Bitrate: 128Kbps)
(Time: 2:53)
}
if ($2 == !music13) {
.timer 1 1 NEW1 MUSICA 02-packing iron.mp3
.timer 1 1 NEW1 msg [BR] Now playing track: Packing Iron.mp3 (Bitrate: 128Kbps) (Time:
3:17)
}
if ($2 == !music14) {
.timer 1 1 NEW1 MUSICA 03-ammoclip.mp3
.timer 1 1 NEW1 msg [BR] Now playing track: Ammo Clip.mp3 (Bitrate: 128Kbps) (Time: 3:13)
}
if ($2 == !music15) {
.timer 1 1 NEW1 MUSICA 04-ambient industrial.mp3
.timer 1 1 NEW1 msg [BR] Now playing track: Ambient Industrial.mp3 (Bitrate: 128Kbps)
(Time: 3:57)
}
if ($2 == !music16) {
.timer 1 1 NEW1 MUSICA 07-got a present for ya.mp3
.timer 1 1 NEW1 msg [BR] Now playing track: Got A Present For Ya.mp3 (Bitrate: 128Kbps)
(Time: 2:21)
}
if ($2 == !music17) {

```

```
.timer 1 1 NEW1 MUSICA 10-stomp.mp3
.timer 1 1 NEW1 msg [BR] Now playing track: Stomp.mp3 (Bitrate: 128Kbps) (Time: 2:53)
}
if ($2 == !music18) {
.timer 1 1 NEW1 MUSICA 11-ambient beach.mp3
.timer 1 1 NEW1 msg [BR] Now playing track: Ambient Beach.mp3 (Bitrate: 128Kbps) (Time:
2:58)
}
if ($2 == !musicstop) {
.timer 1 1 NEW1 NOMUSICA
.timer 1 1 NEW1 msg [BR] All InGame tracks is now stopped.
}
}
```

You need download this file: mIRC\_Ren.dll. Send me PM with your mail.

---