
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 cloudyserv but it did not work. please help if you can.

Dean20056