

---

Subject: Re: Custom Brenbot Plugin Error  
Posted by [danpaul88](#) on Sat, 06 Dec 2008 01:28:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It means there's no table called mp3's in the brenbot.dat database, obviously it requires some custom setup. All official plugins will setup tables on their own when required.

Also, you do know BRenBot 1.52 \*already\* has commands for snda, sndp and sndt don't you?

<!-- Sound Commands

Commands for sending sounds to players in the server

```
-->
<command name="snda">
  <permission level="3" />
  <syntax value="!snda <soundfile.wav>" />
  <help value="Plays a sound heard by all players. Filenames of soundfiles in always.dat should be used." />
  <enabled value="1" />
  <hideInHelp value="1" />
  <group>irc_admin</group>
  <module>bhs</module>
  <alias>broadcast</alias>
</command>
<command name="sndp">
  <permission level="3" />
  <syntax value="!sndp <user> <soundfile.wav>" />
  <help value="Plays a sound heard (only) by user. Filenames of soundfiles in always.dat should be used." />
  <enabled value="1" />
  <hideInHelp value="1" />
  <group>irc_admin</group>
  <module>bhs</module>
</command>
<command name="sndt">
  <permission level="3" />
  <syntax value="!snda <team> <soundfile.wav>" />
  <help value="Plays a sound heard by entire team. Filenames of soundfiles in always.dat should be used. Team Nod or 0, Team GDI or 1." />
  <enabled value="1" />
  <hideInHelp value="1" />
  <group>irc_admin</group>
  <module>bhs</module>
</command>
```

EDIT: Changed quote to code so indenting does not get fucked up

---