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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

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1) [Sounds SSGM 4.0 Plugin v1.1.zip](#), downloaded 246 times

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