
Subject: Different questions about additional Things for Win32 FDS
Posted by [EA-DamageEverything](#) on Fri, 04 Mar 2005 08:59:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

I am have set up FDS and have the UDP Crash fix, some other stuff like SS-CP1.3, all is set up right, BrenBot works fine,but=

I miss the 30 seconds Countdown for the last 30 seconds of the game (I heard that in a server weeks ago)...

and I want to implement these sound: !smile !tt !nuke.....

I use them often on the DT servers. A few days ago I asked a DT-member who was on IRC at this moment, if he can teach me where to get those sounds and how to manage them on a FDS. The guy on IRC said, he is the admin, but he doesn't know how it goes. Either he is too dumb to manage a server right, or he didn't want to say it or a friend of him has set up the server and he is a liar who is only on IRC present...

You all out there can you tell me something new about the sounds? where can i get the tutorial (or anything else I need) to activate them?

A few days ago, I wrote to Zunnie, how it goes that I can play on the FM2(Fanmaps rotation) alone without having the "Gameplay pending" screen. He wrote back, it was a trick made by v00d00 AFAIK. I'd like to know that please, it's useful.

Finally, I have the complete Dragonade Source Code. I found several topics about this on <http://www.renevo.com> (Forums) but noone posted a tutorial or something like that. All I know now is that I must edit much of this stuff with LevelEdit or take the scripts to compile new DLLs with. Unfortunately I haven't learn to work with C++ or VisualStudio. Who has a good knowledge to teach me to get this running? I learned a lot about administrating a FDS the last 2 weeks but the the Dragonade is an unexplored Area for me...

Now something new: I'm working on several reference files. Zunnie has made a great work with his server2.ini, I am working on the donate.cfg and on the minelimit.cfg. I will fill in the Information for ALL available maps which can be downloaded at the moment. I have over 280 maps, so both files will become big as you all can imagine (you can edit the minelimit individually, but it would last loong). I will also edit the server2.ini with ALL the maps (Weather, DropWeapons, DefaultEngl), but I have no skills in Leveledit/gmax, so the coordinates must be filled in by Zunnie again . The current time where donating is not active is 4 minutes.

BTW: I translate the CFGs, BRFs and the INIs into german. The whole work will be finished next weekend. Then I can sent them out as 2 different ZIPs (1german and 1english).

Subject: Different questions about additional Things for Win32 FDS
Posted by [Nightma12](#) on Fri, 04 Mar 2005 16:27:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:I miss the 30 seconds Countdown for the last 30 seconds of the game (I heard that in a

server weeks ago)...

thats done by NR

<http://www.aohost.co.uk/NightRegulator/NightRegulator-v0.1.8.zip>

Subject: Different questions about additional Things for Win32 FDS
Posted by [Cat998](#) on Fri, 04 Mar 2005 17:45:43 GMT

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

U can play sounds on the server with bhs.dll.
snda for all players sndp for one player

example: snda defunkt.mp3

Just write the command in the server console.
You can get all mp3 and wav files by extracting the always.dat in your renegade directory. When u have this, u can write an irc script that plays a sound on the when some1 types !nuke in f2-chat or other things...

Subject: Different questions about additional Things for Win32 FDS
Posted by [zunnie](#) on Sat, 05 Mar 2005 01:37:00 GMT

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

```
on @*:text:*:#YourChannel:{
  if (($nick == YourBRenBotNickName) && ($2 == !website)) {
    renrem msg [BR] Visit our website @ http://www.FanMaps.net
  }
  if (($nick == YourBRenBotNickName) && ($2 == !sounds) {
    renrem msg [BR] Sound commands (RG-CP1 required): !tt !hehe !skill !chicky
  }
  if (($nick == YourBRenBotNickName) && ($2 == !chicky)) {
    .timer 1 1 run C:\Westwood\RenegadeFDS\Server\renrem.exe -r= "snda
m00achk_kill0001i1gbmg_snd.wav" ServerIP RemAdminPort RemAdminPass LocalPort
  }
  if (($nick == YourBRenBotNickName) && ($2 == !skill) {
    .timer 1 1 run C:\Westwood\RenegadeFDS\Server\renrem.exe -r= "snda
mxxdsgn_dsgn014i1gbmg_snd.wav" ServerIP RemAdminPort RemAdminPass LocalPort
  }
  if (($nick == YourBRenBotNickName) && ($2 == !hehe) {
    .timer 1 1 run C:\Westwood\RenegadeFDS\Server\renrem.exe -r= "snda
mtudsgn_dsgn0377a1gbmg_snd.wav" ServerIP RemAdminPort RemAdminPass LocalPort
  }
}
```

```
if (($nick == YourBRenBotNickName) && ($2 == !tt) {  
    .timer 1 1 run C:\Westwood\RenegadeFDS\Server\renrem.exe -r= "sndam00mstm_kill0013i1gbrs_snd.wav" ServerIP RemAdminPort RemAdminPass LocalPort  
}  
}
```

Example config that could work (if firewall etc are set properly):
ServerIP 127.0.0.1
RemoteAdminPort 40400
RemoteAdminPass secret88
LocalPort 7092

A command would look like this in IRC script:

```
if (($nick == FanMapsBot) && ($2 == !tt) {  
    .timer 1 1 run C:\Westwood\RenegadeFDS\Server\renrem.exe -r= "sndam00mstm_kill0013i1gbrs_snd.wav" 127.0.0.1 40400 secret88 7092  
}
```

Subject: Different questions about additional Things for Win32 FDS
Posted by [vloktboky](#) on Sat, 05 Mar 2005 18:34:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm the programmer behind Dragonade, so if you have any questions over it, you can contact me @ <http://www.renevo.com>. There are no tutorials in existence on it because I released the source code as is. It's up to those who choose to work with it to release such tutorials; but I am available for any questions you want to throw at me over what does what and how something works.

Just keep in mind that SSAOW is essentially a public version of Dragonade started by myself and adopted by BHS.