readme.txt~~~~~~~~~~~~~~~~~~ Neo Gods MP3 Script ~~~~~~~~~~~~~~~~~~~~
Modified by: MathK1LL Neo Gods Primary Coder

Credits
   * ExEric3 (www.ww-gaming.net) - I forget what he helped with
 but Eric was mentioned in the original draft of this
 readme so I'm keeping him on the list of creditors.
   * aca20031 (www.st0rm.net) - Scripting Tutor for the most part
 > Must admit that the output follows an old copy of aca's
   regulator "St0rmServ"
   * bali/nudalz (Fastc0nn Bot Coder) - Primary Scripting Tutor

   * And, anyone else I forgot to mention

<rant>Remember kiddies: Give credit where credit is due. I can't tell you
 how many times people have told me to give them credit or
 asked me to remove something because I 'stole' their work.

 This has probably made me become a cynic-like person in the
 sense that I give LOADS of credit to people who help me out,
 though nowadays people don't care if I ask for their help
 and I say "I'm putting a credit/special thanks comment to thank
 you for your help." </rant>
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  In this file, there are three versions; One for CS, one for NR,
and one for BR.

> Installation: (CS)
 - Copy CSmp3.mrc into your CloudyServ directory.
 - Start up CS and type /load -rs CSmp3.mrc
 - Once loaded, Restart CS
 - The MP3 Script will auto-start. If the server isn't up,
   It will still execute. It just won't actually play them.
 - Command !mp3 doesn't work yet.

> Installation: (NR)
 - This one is tricky. You can either have a second mIRC
   to use as a bot OR you can just use your own mIRC.
 - Copy settings.ini into the mIRC dir
 - No matter what you choose, copy NRmp3.mrc to the mIRC
   directory of your choice.

- Type /load -rs NRmp3.mrc and Restart mIRC. Same for CS, the
  script will auto-execute.
- Again, you can type !mp3 ingame and see the current MP3 file
  playing at that time.

> Installation: (BR)
- If you have a BR relay bot, just copy BRmp3.mrc to the relay
  bot's mIRC directory.
- Copy settings.ini into the mIRC dir
- Startup the relay bot and type /load -rs BRmp3.mrc
- Restart mIRC
- Again, you can type !mp3 ingame and see the current MP3 file
  playing at that time.

Author Notes and Comments:

   Well, this script and Readme were created about a year or two ago and I just
recently found it on my mom's laptop from which I was gaming about a year or two ago.
In this time, I'm sure that most of your able-body scripters have created a similar script
for your Renegade servers. But, I am releasing this script seeing as I've found it just recently
and wanted to release it but I don't know if I already released it before or not. If so,
that's ok; Here it is again and I hope you enjoy this. Feel free to alter it, add more songs,
et cetera. Oh, also, I realize the NightRegulator version is outdated seeing Nightma added a Jukebox
in some time ago.

I've also included an image with all (or most) of the MP3's inside of Always.dat.

Thanks,
Zack "MathK1LL" L.

P.S.

Also note that I was still a newb at scripting when I scripted these scripts. I could probably
redo these but am too lazy because I've got bigger and better projects on my plate at this time
including Graduation and going off to college along with NeoServ (private regulator right now).

Mirror: http://neogods.recoding.net/mp3_scripts.rar
Mirror: http://www.neogods.net/mp3_scripts.rar

* See attached file.

~MathK1LL

File Attachments
1) mp3list.gif, downloaded 644 times

01-command&conquer.mp3	mp3
01_a.mp3	mp3
02-packing iron.mp3	mp3
02_a.mp3	mp3
03-ammoclip.mp3	mp3
04-ambient industrial.mp3	mp3
04_a.mp3	mp3
05-moveit.mp3	mp3
05_a.mp3	mp3
05_b.mp3	mp3
06-onyourfeet.mp3	mp3
06_b.mp3	mp3
06_c.mp3	mp3
07-got a present for ya.mp3	mp3
08-sniper.mp3	mp3
08_a.mp3	mp3
09-sneakattack.mp3	mp3
09_a.mp3	mp3
10-stomp.mp3	mp3
11-ambient beach.mp3	mp3
11_a.mp3	mp3
11_b.mp3	mp3
ammoclip.mp3	mp3
command&conquer.mp3	mp3
defunkt.mp3	mp3
elie_intro_3.mp3	mp3
in the line of fire.mp3	mp3
level 0 hero.mp3	mp3
level 0 nod base.mp3	mp3
level 0 tank.mp3	mp3
level 0 tiberium.mp3	mp3
level0_pt1_music.mp3	mp3
mechmansrevenge.mp3	mp3
menu.mp3	mp3
moveit.mp3	mp3
onyourfeet.mp3	mp3
options screen.mp3	mp3
raveshaw_act on instinct.mp3	mp3
renegade_a10_outro.mp3	mp3
renegade_intro_no_vox.mp3	mp3
renegade_intro_vox.mp3	mp3
renegadejungle.mp3	mp3
sakura battle theme.mp3	mp3
sakura_dogfight.mp3	mp3
sneakattack.mp3	mp3
sniper.mp3	mp3
stopthemagain.mp3	mp3

2) mp3_scripts.rar, downloaded 156 times

Subject: Re: Script Release - MP3 Scripts
Posted by Xpert on Sun, 30 Dec 2007 20:08:02 GMT
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I'm releasing a Sounds.cs plugin for CloudyServ with CS 0.982-X3 that has 20 game musics and

a bunch of ingame sounds lol. I still haven't decided when to release it yet though.

Subject: Re: Script Release - MP3 Scripts
Posted by ExEric3 on Sun, 30 Dec 2007 20:23:19 GMT
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Math nice job.

I want only say musica crash sometimes clients. So there is better use musicp instead musica. (take example music plugin for BRenBot which made danpaul). But there must be added some script which check players only with CP and play music only for them.

Subject: Re: Script Release - MP3 Scripts
Posted by Xpert on Sun, 30 Dec 2007 20:41:32 GMT
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Clients seem fine to me in BadDog AOW when I tested my Sounds.cs plugin there. Alot of people didn't have CP and didn't crash upon it.

Subject: Re: Script Release - MP3 Scripts
Posted by IronWarrior on Sun, 30 Dec 2007 21:40:54 GMT
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Never understand why you guys make these gay music scripts.

If someone wants to play some music, they have windows media player.

Really annoys the hell outta me when a server forces music in the server when I have music off in my settings.

Nice coding though.

Subject: Re: Script Release - MP3 Scripts
Posted by cnc95fan on Sun, 30 Dec 2007 21:42:54 GMT
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IronWarrior wrote on Sun, 30 December 2007 15:40Never understand why you guys make these gay music scripts.

If someone wants to play some music, they have windows media player.

Really annoys the hell outta me when a server forces music in the server when I have music off in

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my settings.

Nice coding I guess.
TBH, pressing the Windows button whenever you want to change track can cause you death, I want a script that reads your data folder and you can use the !play command.. ie, say Hellmarch is in your data folder.. !play Hellmarch. That could be client or server sided..

Subject: Re: Script Release - MP3 Scripts
Posted by danpaul88 on Sun, 30 Dec 2007 21:51:09 GMT
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The BRenBot plugin I created allowed each player to turn music on or off for just themselves, so 4 players could listen while the other 2 choose not to. It also refuses to play music for clients who would crash due to their scripts version.

I never got around to releasing it though... can do it you want it I guess

Quote:!nexttrack
Skips the current track and plays a new one at random

!settrack
Skips the current track and plays the track specified.

!music
Enables or disables the jukebox for that player.

You could also set if it's enabled or disabled by default when a player joins via a config setting. You could also turn each individual track on and off via the config.

Quote:[19:40] <lmsbcDmSrv> Host: [BR Jukebox] Now Playing: renegadejungle.mp3

Subject: Re: Script Release - MP3 Scripts
Posted by EvilWhiteDragon on Sun, 30 Dec 2007 21:55:42 GMT
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We had a music player for a while but it caused clients to rendomly crash out of the game sometimes so... be warned.

Subject: Re: Script Release - MP3 Scripts
Posted by danpaul88 on Sun, 30 Dec 2007 22:10:27 GMT
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For anyone who is interested, here is the BRenBot plugin I created a few months back, finally got

around to uploading it. Use it as your own risk, while it does block players with incompatible scripts.dll versions from enabling music for themselves, other scripts versions have occasionally been known to crash using this.

In my experience the most up to date scripts versions never crash using this, but you never know...

http://new.brenbot.com/projectDetails.php?projectID=21&OS=w

Subject: Re: Script Release - MP3 Scripts
Posted by BlueThen on Sun, 30 Dec 2007 23:00:50 GMT
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Why does everything have a timer?

Subject: Re: Script Release - MP3 Scripts
Posted by danpaul88 on Sun, 30 Dec 2007 23:01:29 GMT
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What do you mean? If your looking through the source to the plugin, the reason is because it's impossible to tell when a track ends from the bot, hence you use a timer to trigger the next track to start at the end of the current one. The simplest solution is usually the best

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Subject: Re: Script Release - MP3 Scripts
Posted by Genesis2001 on Sun, 30 Dec 2007 23:07:58 GMT
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MathK1LL wrote on Sun, 30 December 2007 12:52readme.txtAlso note that I was still a newb at scripting when I scripted these scripts. I could probably
redo these but am too lazy because I've got bigger and better projects on my plate at this time including Graduation and going off to college along with NeoServ (private regulator right now).

That'd explain another use the timers. Like I also said, I *could* redo them but am too lazy. But...I may put them into the plugin I'm working on for SSGM.

EDIT:

cnc95fan wrote on Sun, 30 December 2007 14:42TBH, pressing the Windows button whenever you want to change track can cause you death

iPod ftw!!!!!!

~MathK1LL

Subject: Re: Script Release - MP3 Scripts
Posted by BlueThen on Sun, 30 Dec 2007 23:10:37 GMT
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It wouldn't take long to remove the timers.

Actually, it'd take a few seconds.

Just use Ctrl + H, and tell it to replace "timer 1 1" with nothing.

Subject: Re: Script Release - MP3 Scripts
Posted by Genesis2001 on Mon, 31 Dec 2007 00:00:29 GMT
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MathK1LL wrote on Sun, 30 December 2007 16:07That'd explain another use the timers. Like I also said, I *could* redo them but am too lazy. But...I may put them into the plugin I'm working on for SSGM.

Look forward to this...

~MathK1LL

Subject: Re: Script Release - MP3 Scripts
Posted by IronWarrior on Mon, 31 Dec 2007 01:43:21 GMT
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Awesome.

Subject: Re: Script Release - MP3 Scripts
Posted by Di3HardNL on Mon, 31 Dec 2007 22:19:21 GMT
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X pert sounds nice

Subject: Re: Script Release - MP3 Scripts
Posted by Gen_Blacky on Tue, 01 Jan 2008 08:25:11 GMT
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btw good job on 0.982-X3 Xpert

Subject: Re: Script Release - MP3 Scripts
Posted by Xpert on Wed, 02 Jan 2008 07:53:08 GMT
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Thanks, but I don't wanna hijack Mathkill's thread <3