
Subject: I need help for JBserv
Posted by [KicsiSajt](#) on Mon, 31 Mar 2008 16:07:40 GMT
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Who can help me?
I need sounds for JBserv or need try make free dedicated server sounds

Subject: Re: I need help for JBserv
Posted by [Veyrdite](#) on Tue, 01 Apr 2008 08:02:45 GMT
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JBserv as in James Bunting Server?
(www.jbgames.com)

Subject: Re: I need help for JBserv
Posted by [Dean20056](#) on Tue, 01 Apr 2008 20:00:47 GMT
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if you are gonna have ssgm + lua then somthink like this will work.

```
if Message == "staydown" then
    InputConsole("snd_a_m00avis_kiov0036i1gctk_snd.wav",pID)
end
```

There is a list of sounds below so for each 1 you want just ajust it abit like if u wanted tuffguy it would be

```
if Message == "tuffguy" then
    InputConsole("snd_a_tuffguy1.wav",pID)
end
```

```
tuffguy = tuffguy1.wav
rocknroll= rokroll1.wav
yell = raveshaw_yell_long_1.wav
onit = onit1.wav
boom = nuke_strike_fire.wav
np = noprblm1.wav
yourside = mxxdsgn_dsgn030i1gbmg_snd.wav
fire = mxxdsgn_dsgn029i1gbmg_snd.wav
moo = amb_cow1.wav
yoursodead = l02b_02_hav02.wav
notfair = m00arat_kill0001i1gbmg_snd.wav
lefty = lefty1.wav
chicky = m00achk_kill0001i1gbmg_snd.wav
rats = m00apgn_kill0034i1gbmg_snd.wav
```

toeasy = m00asqr_kill0006i1gomg_snd.wav
n00b = m00asqr_kill0018i1mbpt_snd.wav
haha = m00asqr_kill0019i1mbrs_snd.wav
killer = m00asqr_kill0034i1gbmg_snd.wav
wow = m00avis_kick0022i1gcc1_snd.wav
eww = m00avis_kifi0021i1ccsf_snd.wav
didthat = m00avis_kiov0018i1nbmg_snd.wav
staydown = m00avis_kiov0036i1gctk_snd.wav
got1 = m00avis_kiov0037i1gcp1_snd.wav
hurt = m00avis_kiov0052i1gbmg_snd.wav
mistake = m00bgcc_kill0006i1gemg_snd.wav
ohno = m00bggt_kill0048i1ccsf_snd.wav
impressive = m00bgwf_kill0011i1gsgr_snd.wav

blowitup = m00bgwf_kill0048i1nctk_snd.wav
notv = m00bncc_kill0053i1gbmg_snd.wav
pain = m00bncc_kill0054i1gbmg_snd.wav
bye = m00bnol_kill0054i1gbmg_snd.wav
cya = m00bnol_kill0054i1gbmg_snd.wav
boink = m00bnss_kill0053i1gbmg_snd.wav
costya = m00bntr_kill0054i1gbmg_snd.wav
targetelim = m00bntu_kill0006i1gemg_snd.wav
yeah = m00bntu_kill0042i1gcc1_snd.wav
fun = m00bntu_kill0045i1gcc4_snd.wav
righty = m00bntu_kill0053i1gbmg_snd.wav
commingforu = m00ccfm_atos0001i1ccfm_snd.wav
oops = m00ccfm_kill0053i1gbmg_snd.wav
c00l = m00ccsm_kibv0024i1gcc3_snd.wav
scum = m00decx_001in_mstm_snd.wav
woo = m00decx_002in_gcf1_snd.wav
die = m00decx_002in_nbft_snd.wav
tt = m00decx_005in_gcf1_snd.wav
hahaha = m00decx_005in_nbft_snd.wav
no = m00ffire_002in_gcf1_snd.wav
hey = m00gbrs_pori0001i1gbrs_snd.wav
spidy = m00ggdi_hesx0036i3gsrs_snd.wav
imgood = m00ggdi_kill0001i3gers_snd.wav
ty = m00ggdi_kill0011i2gsgr_snd.wav
yourgood = m00ggdi_kill0021i1geen_snd.wav
notright = m00ggdi_kill0037r1gbmg_snd.wav

bh = m00gnod_kill0002r2neen_snd.wav
nice1 = m00gnod_kill0004r1neen_snd.wav
gotlucky = m00gnod_kill0037r1nbft_snd.wav
toforone = m00gsrs_kick0006i1neen_snd.wav
wasted = m00gsrs_kiov0016i1nbft_snd.wav
driveby = m00gsrs_kisq0016i1nbft_snd.wav

gotem = m00kill_002in_gcm2_snd.wav
ns = m00kill_006in_nsrs_snd.wav
kane = m00kill_007in_nsrs_snd.wav
onedown = m00kill_008in_gcm2_snd.wav
better = m00mstm_kick0026i1gcc5_snd.wav
moretoys = m00pavr_aqob0003i1gbmg_snd.wav
woot = m00pcpu_aqob0001i1gbmg_snd.wav
nicework = m00r2_r2r1gbmg_snd.wav
hmmmm = m00stoi_002in_gemg_snd.wav
phew = m00stoi_005in_gcc2_snd.wav
tofun = m00vnst_kill0051i1gbmg_snd.wav
hero = m01dsgn_dsgn0292i1gcp1_snd.wav
catcher = m01eval_dsgn0087r1gbmg_snd.wav
backup = m01eval_dsgn0087r1gbmg_snd.wav
firepower = m01vggb_dsgn0049a1gbmg_snd.wav
nothelping = m02dsgn_dsgn0010r1gbmg_snd.wav
pat = m02dsgn_dsgn0115r1gbmg_snd.wav
superman = m02dsgn_dsgn0121r1gbmg_snd.wav

snipe = m03dsgn_dsgn0005r1gbmg_snd.wav
trying = m03dsgn_dsgn0020r1gbmg_snd.wav
all = m03dsgn_dsgn0039r1gbmg_snd.wav
toydown = m03dsgn_dsgn0072r1gbmg_snd.wav
ohman = m04dsgn_dsgn0026r1gbmg_snd.wav
great = m04dsgn_dsgn0031r1gbmg_snd.wav
tommgdi = m05dsgn_dsgn0065i1nbft_snd.wav
coward = m05dsgn_dsgn0066r1gsen_snd.wav
allugot = m05dsgn_dsgn0067i1nbft_snd.wav
board = m05dsgn_dsgn0069i1nbft_snd.wav
badluck = m05dsgn_dsgn0103i1gbmg_snd.wav
tyerd = m05dsgn_dsgn0168i1gbmg_snd.wav
dieing = m06dsgn_dsgn0081a1gcm2_snd.wav
onaroll = m06dsgn_dsgn0127r1gbmg_snd.wav
getsome = m06dsgn_dsgn221i1gbmg_snd.wav
abouttime = m07dsgn_dsgn0020i1gbmg_snd.wav
tib = m08dsgn_dsgn0014i1gbmg_snd.wav
pistal = m10dsgn_dsgn0064r1gbmg_snd.wav
skill = mxxdsgn_dsgn014i1gbmg_snd.wav
ha = mtudsgn_dsgn0285a1gbmg_snd.wav
screem = mx0_gdireconleader_018.wav
lesson = mx2dsgn_dsgn0019i1dsgn_snd.wav
gg = mxxdsgn_dsgn0010i1evag_snd.wav
smile = mxxdsgn_dsgn004i1gbmg_snd.wav
shutup = mxxdsgn_dsgn010i1gbmg_snd.wav
ion = ion_fire.wav

EKT-Dean

Subject: Re: I need help for JBserv
Posted by [KicsiSajt](#) on Wed, 02 Apr 2008 02:48:34 GMT
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k thanx but JBserv can't load lua :S

Subject: Re: I need help for JBserv
Posted by [ExEric3](#) on Wed, 02 Apr 2008 20:01:03 GMT
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KicsiSajt wrote on Wed, 02 April 2008 04:48k thanx but JBserv can't load lua :S

But SSGM can. Read better.

Subject: Re: I need help for JBserv
Posted by [ReLoaDeD](#) on Wed, 02 Apr 2008 20:21:43 GMT
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JBserv need the oldest scripts of renegade FDS.
and has his own SSAOW file.
The bot doesnt work with SSGM.

So i think there is no way to enable those sounds on JBserv.

Subject: Re: I need help for JBserv
Posted by [KicsiSajt](#) on Thu, 03 Apr 2008 00:02:17 GMT
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hmm... need search bot fixer
need fix JBserv run new script.dll and can run lua.v3

Subject: Re: I need help for JBserv
Posted by [Goztow](#) on Thu, 03 Apr 2008 19:19:53 GMT
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Brenbot has a plugin for fun sounds. <http://new.brenbot.com/>

Subject: Re: I need help for JBserv
Posted by [nodmanmik](#) on Mon, 19 May 2008 17:15:06 GMT
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hey dean..

can you post the sndas for "randy" & "munchies"

please? i cant find them anywhere!

Subject: Re: I need help for JBserv
Posted by [cAmpa](#) on Mon, 19 May 2008 18:01:56 GMT
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No support for *cheat name removed*user plx.
eh braner?
