
Subject: Musicstream
Posted by [mr£ÄŞÄ-z](#) on Fri, 18 Jul 2008 07:35:20 GMT
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could you guys make a function to play a Radio/internet stream ? that would be awesome so everyone on my server could listen to that music

Subject: Re: Musicstream
Posted by [TruYuri](#) on Fri, 18 Jul 2008 07:50:56 GMT
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madrackz wrote on Fri, 18 July 2008 09:35 could you guys make a function to play a Radio/internet stream ? that would be awesome so everyone on my server could listen to that music

I'm pretty sure they are focusing on the important things. Maybe someone else can do this, or some game overlay or something.

Subject: Re: Musicstream
Posted by [BlueThen](#) on Fri, 18 Jul 2008 08:14:00 GMT
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It'd be easier to play music on your desktop while you play your game, instead of having the host stream in his own music instead.

Subject: Re: Musicstream
Posted by [mr£ÄŞÄ-z](#) on Fri, 18 Jul 2008 08:57:15 GMT
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I want that everyone can hear it ingame (on my server)

Subject: Re: Musicstream
Posted by [Ghostshaw](#) on Fri, 18 Jul 2008 09:41:00 GMT
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Yeah right. No way.

Subject: Re: Musicstream
Posted by [mr£ÄŞÄ-z](#) on Fri, 18 Jul 2008 10:35:25 GMT
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n00bstories could play their own radio then lol

Subject: Re: Musicstream

Posted by [ExEric3](#) on Fri, 18 Jul 2008 14:03:08 GMT

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madrackz wrote on Fri, 18 July 2008 12:35n00bstories could play their own radio then lol

really?

Subject: Re: Musicstream

Posted by [Genesis2001](#) on Fri, 18 Jul 2008 19:54:34 GMT

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Sorry, but music streaming isn't a viable option....Streaming music from server->client would take so much bandwidth there would be very little left for the players.

~Zack

Subject: Re: Musicstream

Posted by [gkl21](#) on Fri, 18 Jul 2008 20:38:22 GMT

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I've had people connected to SHOUTCast radios (if you are aware of my system) and still play ingame fine ... keeping the streams seperate is best ... Doesn't use all that much bandwidth really, just enough to get by (depends on your server really)

Subject: Re: Musicstream

Posted by [EvilWhiteDragon](#) on Fri, 18 Jul 2008 23:17:59 GMT

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While this could probably be done if we wanted to, we dont want it to be done. Or at least, we would first try to integrate something like TS or similar, that would be way more useful.

Subject: Re: Musicstream

Posted by [cmatt42](#) on Sat, 19 Jul 2008 00:46:46 GMT

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Zack wrote on Fri, 18 July 2008 15:54Sorry, but music streaming isn't a viable option....Streaming music from server->client would take so much bandwidth there would be very little left for the

players.

~Zack

Who says the stream has to come from the game server?

Subject: Re: Musicstream

Posted by [mr£ÄŞÄ-z](#) on Sat, 19 Jul 2008 09:09:21 GMT

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That would e cool to make a Function when i say something EVERYONE can hear it! (like in counterstrike) and a function to disable it
