

Soundcheck

Version: 1.20

Content: Information file

Language: English (Translation by Niklas B.)

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1. General

Soundcheck is a Metamod plugin for game servers running Half-Life: Counter-Strike and checks whether everybody playing on the server uses the same sound and model files. Soundcheck uses checksum (CRC-Check) to do so.

2. Setup

2.1 Requirements

Soundcheck requires Metamod, which can be downloaded from www.metamod.org.

2.2 Installation

If Metamod is installed and runs probably you have to upload the Soundcheck files, which are included in the download.

As Soundcheck is a plugin for Metamod you have to make a new entry in "plugins.ini" (if the file does not exist, simply create a new one).

How the entry must look like depends on the system the game server runs on:

Unix: addons/soundcheck/dlls/soundcheck_mm_i686.so

Windows: addons\soundcheck\dlls\soundcheck_mm.dll

Restart the game server and everything should work fine.

It is recommended having a look at the configuration, which is explained in the next chapter.

3. Configuration

Soundcheck has two files which can be changed:
soundcheck.cfg and *sc_message.txt*

3.1 File soundcheck.cfg

This Config-File is loaded once the server is started:

```
// Soundcheck Config-File
// file is loaded once when server starts

// check player models? (default 0)
sc_modelcheck 1

// check weapon models? (default 0)
sc_weaponcheck 1

// check .wad files? (default 0)
sc_wadcheck 1

// do weapon models have to match exactly? (default 0)
sc_exactweapons 1

// do you want soundcheck to log to a seperate log-file? (default 0)
sc_separatelog 0

// display consolen messages? (default 1)
sc_connectmessage 1
```

3.2 sc_message.txt

This file is shown in the console when a user connects to the server.

Do not remove the copyright, etc.

```
-----  
--      S O U N D C H E C K   v1.21  
--  
-- Soundcheck is Powered by NGZ-Server.de  
-- Visit us on http://www.ngz-server.de  
--  
-- (c) copyright Jens Kaufmann ([TNG]JoNeS)  
-- http://www.tng-clan.de/  
--  
-- thx to: Tobias Oetzel <tobi@gameMe.de> & Thomas Goerz  
-----
```

4. Checked files

There is no guaranty that this list is complete.

- | | |
|---------------------------|----------------------------------|
| /player/bhit_flesh-1.wav | /weapons/zoom.wav |
| /player/bhit_flesh-2.wav | /weapons/dryfire_pistol.wav |
| /player/bhit_flesh-3.wav | /weapons/dryfire_rifle.wav |
| /player/bhit_helmet-1.wav | /sprites/eexplo.spr |
| /player/bhit_kevlar-1.wav | /sprites/fexplo.spr |
| /player/headshot1.wav | /sprites/fexplo1.spr |
| /player/headshot2.wav | /sprites/muzzleflash1.spr |
| /player/headshot3.wav | /sprites/muzzleflash2.spr |
| /player/pl_dirt1.wav | /sprites/muzzleflash3.spr |
| /player/pl_dirt2.wav | /sprites/muzzleflash4.spr |
| /player/pl_dirt3.wav | /sprites/radar320.spr |
| /player/pl_dirt4.wav | /sprites/radar640.spr |
| /player/pl_duct1.wav | /sprites/grass_01.spr |
| /player/pl_duct2.wav | /sprites/grass_03.spr |
| /player/pl_duct3.wav | optional (playermodels): |
| /player/pl_duct4.wav | /models/player/arctic/arctic.mdl |
| /player/pl_fallpain2.wav | /models/player/gsg9/gsg9.mdl |
| /player/pl_fallpain3.wav | /weapons/m4a1_silencer_on.wav |
| /player/pl_grate1.wav | /weapons/m4a1-1.wav |
| /player/pl_grate2.wav | /weapons/usp_silencer_on.wav |

/player/pl_grate3.wav
/player/pl_grate4.wav
/player/pl_jump1.wav
/player/pl_jump2.wav
/player/pl_jumpland2.wav
/player/pl_ladder1.wav
/player/pl_ladder2.wav
/player/pl_ladder3.wav
/player/pl_ladder4.wav
/player/pl_metal1.wav
/player/pl_metal2.wav
/player/pl_metal3.wav
/player/pl_metal4.wav
/player/pl_pain2.wav
/player/pl_pain4.wav
/player/pl_pain5.wav
/player/pl_pain6.wav
/player/pl_pain7.wav
/player/pl_shot1.wav
/player/pl_step1.wav
/player/pl_step2.wav
/player/pl_step3.wav
/player/pl_step4.wav
/player/pl_tile1.wav
/player/pl_tile2.wav
/player/pl_tile3.wav
/player/pl_tile4.wav
/player/pl_tile5.wav
/weapons/boltdown.wav
/weapons/boltpull1.wav
/weapons/clipin1.wav
/weapons/clipout1.wav
/weapons/c4_disarm.wav
/weapons/flashbang-1.wav
/weapons/flashbang-2.wav
/weapons/generic_reload.wav
/weapons/grenade_hit1.wav
/weapons/grenade_hit2.wav
/weapons/grenade_hit3.wav
/weapons/he_bounce-1.wav
/weapons/headshot2.wav
/weapons/knife_deploy1.wav
/weapons/m4a1_silencer_off.wav
/weapons/usp_silencer_off.wav

/models/player/gign/gign.mdl
/models/player/guerilla/guerilla.mdl
/models/player/leet/leet.mdl
/models/player/sas/sas.mdl
/models/player/terror/terror.mdl
/models/player/urban/urban.mdl
optional (weapons):
/models/p_aug.mdl
/models/p_ak47.mdl
/models/p_awp.mdl
/models/w_c4.mdl
/models/p_c4.mdl
/models/p_deagle.mdl
/models/w_flashbang.mdl
/models/p_flashbang.mdl
/models/p_glock18.mdl
/models/w_hegrenade.mdl
/models/p_hegrenade.mdl
/models/p_knife.mdl
/models/p_m4a1.mdl
/models/p_mp5.mdl
/models/p_scout.mdl
/models/w_smokegrenade.mdl
/models/p_smokegrenade.mdl
/models/p_usp.mdl
/models/p_sg552.mdl
/models/p_famas.mdl
/models/p_galil.mdl
optional (wads):
/chateau.wad
/cs_cbble.wad
/cs_dust.wad
/cs_office.wad
/cstrike.wad
/de_aztec.wad
/de_storm.wad
/de_vegas.wad
/itsitaly.wad
/jos.wad
/torntextures.wad/
/prodigy.wad
/halflife.wad
/liquids.wad
/xeno.wad

5. FAQ

1) How secure is Soundcheck?

*At this time Soundcheck seems to be secure as the sound files from Counter-Strike are all the same.
But there is ever the possibility that someone writes a client-hack.*

2) What happens if somebody with custom models or sounds tries to connect to the server?

*Soundcheck refuses the connection and displays a message to all other players.
If logging is enabled Soundcheck will make a new entry. Example:
L 11/15/2002 - 15:49:37: [sc] "name<NR><WONID><>" has inconsistent file:/player/headshot1.wav*

3) Is there a problem when I want to use Soundcheck combined with HLG, WWCL, etc. ?

No there is not!

4) Can I disable Soundcheck?

*If you want do disable Soundcheck just for a moment you can use this command to disable Soundcheck: mp_consistency 0
To disable Soundcheck permanently simply remove the entry from the plungins.ini.*

5) How can I check whether Soundcheck loaded correctly?

*Have a look at the metamod plugin list
Soundcheck only works when cvar mp_consistency is set to 1*

6) Can I cheat on Soundcheck by creating files that have a name of a original file?

No you cannot as Soundcheck checks the checksum!

If you have problems visit the forum!

6. Terms of use

- 1) Feel free to use this plugin; commercial and un-commercial
- 2) Do not change anything concerning the compiled files.
- 3) The right to distribute Soundcheck is reserved to TNG – 'The Next Generation'.
<http://www.tng-clan.de/tools.php>
- 4) If any term of use violates the law it does not influence the validity of the other terms.
- 5) Any changes concerning this terms of use are reserved.
- 6) The disclaimer applies.

7. Disclaimer

The use of 'Soundcheck' is at one's own risk. We do not take responsibility for any damage that occurs, except you can proof aforethought.

8. Credits

Soundcheck
[TNG] – The Next Generation
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Greetings go to:
Kfm, i-swat, mtw, MfY + alte-säcke

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