

Version 2.0 - Can now also read notecard song informations + script optimization + chat commands

Version 2.1 - Fixed an error in the SNC scripts (sound missing)

Version 2.2 - Fixed an error if multiple players are used (thx to Kaya Vortex for letting me know)

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Try the \*full DEMO here: <http://maps.secondlife.com/secondlife/Dizza/123/188/334>

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(\*except the access, channel & output settings will not completely work in the demo version)

#### \*\*\*\*\* Purpose \*\*\*\*\*

You can build a music player, a jukebox, a instrument, a karaoke machine or anything else you can imagine, which will play sounds/songs.

You only need to put the script:

\*MPLay...

along with some sound files OR (a) notecard(s) with UUID infos in an object and you are ready to go.

Player is controlled via Touch + (new) basic control via nearby chat (main chat) links.

Additionally a fancy "Remote HUD" will be delivered.

(The remote can switch the channel to control several players. Each player on its own channel)

You can use a touch on the player and/or chat links and/or the remote HUD to control the player. Informations will be synced automatically between the HUD & the player.

The HUD & chat links will only work for the owner!

Touching the object containing the scripts can be used by others too (see Settings).

If you don't want to use the Remote HUD at all, there is a version of the \*MPLay script you can use also: \_noHUD

It is the same as the \*MPLay, but no HUD related code is included and the menu entries for the channels are not shown.

(nevertheless - the \*MPLay versions will also work without the remote)

The example player(s) come with 12 songs.

Song source: <https://pixabay.com/>

#### \*\*\*\*\* Player options are: \*\*\*\*\*

Play a single file (Single)

Play a single file looped (Looped)

Play all files in a shuffle mode (Random)

Play all files one by one (All)

Create & play a playlist (your own choice of songs and sequence)

If no playlist is created you will only have the option to create one.

Once a playlist is created you can play it, add songs to it, delete it or print it to chat.

Only the OWNER can change or delete the playlist - no matter how the access is defined!

List - will print all songs to nearby chat (owner only). Very nice for a player with many entries.

You can start the songs by clicking them  
Some basic command are available via chat links during play.

#### \*\*\*\*\* Settings \*\*\*\*\*

Only the OWNER can reach the settings - no matter how the access is defined!

Default values are:

Access: Owner  
Output: Verbose  
Volume: 10  
Area: Unlimited  
Channel: 1

- Access - defines the access to the player (except Settings Menu & playlist config)  
Options: Owner / Group / Everyone

- Output - defines the output in the mainchat  
Verbose - output to mainchat is OWNER only  
Mainchat - output is viewable for all in a 20m range  
Quiet - no infos will be written to mainchat

- Volume (Min 1 - Max 10)  
Options: 1 / 3 / 5 / 7 / 10

- Area - defines how far the sound reach in meters  
Options: 5 / 10 / 20 / Unlimited  
Own value can be set via OtherRadius (values between 1 and 100 will be accepted)  
If a limitation of the range isn't crucial stay with unlimited !!! (the feature is still a bit buggy - blame Linden Lab)

- Channel (1-9) - defines the channel for the Remote Control HUD  
If you have multiple players in the same region you can give them different communication channels for the Remote Control HUD.  
The Remote Control HUD can switch easily through the channels by touching the display of the HUD.  
If 2 players in the same region are on the same channel - both will react to the Remote Control HUD on the same channel.  
!!! If you only have one player -> There is no need to do anything here. HUD and Players standard channel is channel 1. !!!

#### \*\*\*\*\* SL and sound files \*\*\*\*\*

Please read also: [http://wiki.secondlife.com/wiki/Sound\\_Clips](http://wiki.secondlife.com/wiki/Sound_Clips)

A SL limitation is, that no sounds longer than a given limit can be used.  
Since '23 the maximum length of a sound part was raised from 10 to 30 seconds.  
Only use a maximum of 29.900 (!) for your files.

SL only works with: PCM WAV format, 16-bit, 44.1kHz, mono / stereo (Downmixed to mono by the viewer at upload time)

To use songs/sounds, longer than the limit, you will have to split them.

I use a Windows Batch script to split the files with sox: <https://sox.sourceforge.net/>

My Batch in use:

```
ECHO Split started
for %%A in (*.wav) do (
    "C:\Program Files (x86)\sox-14-4-2\sox.exe" %%A %%~nA-.wav trim 0 29.900 : newfile : restart
)
FOR %%G IN (*.wav) DO (
    set "old_filename=%%~G"
    SetLocal EnableDelayedExpansion
    set "new_filename=!old_filename:00=!"
    set "new_filename1=!new_filename:-0=-!"
    ren "!old_filename!" "!new_filename1!"
    EndLocal
)
for /f %%i in ('dir /b/a-d/od/t:c') do set LAST=%%i
"C:\Program Files (x86)\sox-14-4-2\sox.exe" %LAST% -n stat
pause
```

This batch will split a wav in parts of 29.9 seconds, will remove the "00" in the file names and show you the length of the last file.

Another option, with a GUI, is the Wavepad Sound Editor <https://www.nch.com.au/wavepad/index.html>

Fur further options see: [http://wiki.secondlife.com/wiki/Sound\\_Clips](http://wiki.secondlife.com/wiki/Sound_Clips)

\*\*\*\*\* This script and sound files \*\*\*\*\*

Every script in SL is limited to a defined amount of memory, so the number of files each script can handle is also limited.

These scripts will automatically combine the sound clips in the same inventory or the UUIDs in the notecard.

All scripts will automatically add them alphabetically. to the menu and will play them - in the given limits (!) of Second Life - seamless.

Notecard versions:

Be aware that the sort will happen case sensitive! So if some song name starts with a capital letter and some not, the order will be A,B,C...a,b,c...

There are 3 different types of scripts. The main difference is the way, how the song info is provided to them.

### 1. The inventory version (\*MPlay\_Inventory\_)

The script will automatically combine the sound clips in the same inventory.

Pros:

Quick & easy! Limit? maybe something in the thousands ( I have one using 1783 inventory files).

Cons:

Time needed to change the inventory, with thousand of files in it, is testing your patience

### 2. The Long Notecard version (\*MPlay\_LNC\_)

Infomation for several songs (up to the limit of the notecard - 65,536 bytes) can be gathered on one notecard.

Several notecards can be used. The script will read every notecard in inventory one by one.

Pros:

Easy to prepare the notecard(s). No sound files in inventory. Easy to make changes.

Cons:

As the command to read a notecard is ridiculous slow a database has to be created.

This will take some time at first start and the limit is, depending on the amount of information (how many parts per song) needed for each song, between 150-220 songs

(which will be thousands of notecardlines)

The script will tell, after reading the notecards and files, how many memory is still available.

If the limit is reached while reading, the script will stop to add more songs to the database but will work fine.

### 3. The Single Notecard version (\*MPlay\_SNC\_)

One song - one notecard. The name of the notecard defines the title of the song!

Pros:

Can handle a massive amount of files. Maximum number of inventory items that can be contained in a prim: 10,000

Simple to sell new songs as AddOn.

Cons:

Higher effort to prepare the notecards.

Depending of the ammount of notecards in the inventory it might also be testing your patience to change the inventory.

\*\*\*\*\* Name convention \*\*\*\*\*

Tip: Keep the song names short.

Standard name convention to work with the inventory script is:

Soundname-Soundpart-Length

Example: MySong-1-29.9 and the next part of the same song would be MySong-2-29.9

IMPORTANT:

1st soundpart is always 1 not 0, not 01, not 001, not 100 - the number of the first part is always 1

The 2nd part is 2 not 1+1, not 002, not 02, not 0.2, not 1, not 200...it is 2

...

The 10th part is 10 not 010, not 0010, not 100...

The 11th part is 11 0325not 011, not 0011, not 110...

...

Standard name convention to work with the notecard scripts is:

Soundname,Soundpart,UUID,Length

Example:

ambient,1,f18b647b-d138-28e5-90c8-271e78b55af6,9.9

ambient,2,e173bc05-653f-05e7-fd33-3a67be73b344,9.9

...

It is possible to use a shorter name convention - see \* Default length \* for details!

\*\*\*\*\* Default length \*\*\*\*\*

There are 2 versions of each script. One comes with a default length of 9.9 and the 2nd one with a default length of 29.9.

It defines a default length (in seconds) of the sound parts, if the length is missing in the file name

Standard name convention is:

Soundname-Soundpart-Length (for inventory files) or Soundname,Soundpart,UUID,Length (for notecard entries)

The default length defines a default if the length is missing in the file name.

So you can add songs also in this short name convention:

Soundname-Soundpart or Soundname,Soundpart,UUID

If there is a file without the length - the default will be used!

**MAKE SURE THAT THE REAL LENGTH OF THE SOUND PARTS FIT THE DEFAULT, IF USING THIS SHORTER NAME CONVENTION!**

Short name & standard name convention can be mixed.

Example:

A song, called MySong, is splitted in 4 parts.

3 parts are 29.9 and the last part is 22.532 seconds long.

File name option 1 (standard name convention) is:

MySong-1-29.9 or MySong,1,UUID,29.9

MySong-2-29.9 or MySong,2,UUID,29.9

MySong-3-29.9 or MySong,3,UUID,29.9

MySong-4-22.532 or MySong,4,UUID,22.532

Using the 29.9 script option 2 (short names) is:

MySong-1 or MySong,1,UUID

MySong-2 or MySong,2,UUID

MySong-3 or MySong,3,UUID

MySong-4-22.532 or MySong,4,UUID,22.532

You only need to use the standard name convention for the parts with a different length than the default length.

\*\*\*\*\* The "Files2Notecard" Script \*\*\*\*\*

Is a little helper to create the needed notecard entries from sound files.

Create an object and put the script and the sound files (in the correct inventory name convention) into the inventory.

Once added -> touch the object and the script will output the notecard lines in the main (nearby) chat.

Make sure to delete unnecessary AND blank lines creating your notecard with the song infos.

Btw. it will only work for full permission sounds. If you don't have full permission you are not allowed to

see/get the UUID and it will not work.

\*\*\*\*\* Rules Copy/Transfer version \*\*\*\*\*

You are allowed to create and sell your own products with the scripts.

!!!You are not allowed to sell / give the scripts stand-alone!!!

Scripts need to be "copy" only for the next owner/your customer!

Short:

\*You CAN use these scripts to make your own products..

\*You CAN sell/give your products.

\*You can NOT sell/give my scripts the way they are!

\*You can NOT sell/give my scripts with copy/transfer permission!

ELSE: [https://live.staticflickr.com/3054/3086943098\\_13cd821457.jpg](https://live.staticflickr.com/3054/3086943098_13cd821457.jpg)

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Cheers,

Nofu Nagy