

## Ren'Py Universal Player (Ren'Py UOST-Player) Install Guide

To install Ren'Py UOST-Player, you will need the following.

1. A Ren'Py project (new or existing).
2. The recent version of Ren'Py UOST-Player from its [Github](#) repository.

### Installation Steps

1. Drop all the contents in this ZIP file to your projects' *game* folder.
2. Open screens.rpy and add this line somewhere after line **292** under the *screen navigation()*: block.

```
textbutton _("Music Room") action [ShowMenu("music_room"), Function(
    ost.get_music_channel_info), Stop('music', fadeout=2.0), Function(ost
    t.refresh_list)]
```

3. **(Optional)** Add some music to the track folder.
4. Run your project and enter the Music Room!

Note: I highly recommend making sure that the files in *python-packages* are included in your build/archive before releasing. If you want to be sure about it, classify it in options.rpy.

### What can I customize in Ren'Py UOST-Player?

Pretty much anything. This is based off the auto-generated Ren'Py template so everything is good for you to use as-is. Just change the settings under music screen.rpy.

### What is the max resolution and/or icon/font size Ren'Py UOST-Player supports?


In resolution, it now supports any resolution thanks to a scaler! In terms of other UI elements like icons, they are standardized at 36x36. Fonts are dynamically scaled by how long a text is in ost.py under *def dynamic\_X\_text*.

### How do I manually define a song?

manualtracks.rpy has a small template to define songs manually if you need to do so. You have the following options to define these tracks.


- name | Name of Track
- path | Path to the file from the game folder
- priority | Prioritization of track on the list.
- author | Artist
- description | Track description, comments, etc
- cover\_art | Path to the track's cover art (JPG/PNG Only)
- unlocked | Allows a song to be shown to the player or not.

## How do I priortize a song or make a song the first one?

Enable  in the music room and set the song priority by a value. 0 is the highest priority you can make a song be while 1, 2, etc. will be prioritized lower in the list. i.e. 0 > 1 > 2 > ...

- You may also enable this by setting *organizePriority* to **True** within [ost.py](#).

## How do I organize the list alphabetically?

Enable  in the music room or set *organizeAZ* to **True** within [ost.py](#).

## How do I make songs locked from the player?

As of now, the way to make a song locked until the user has viewed it is by manually defining the song in [manualtracks.rpy](#). You can see an example on how this works in within this RPY file and under the **How do I manually define a song?** section of this README.

## How do I add metadata info?

Right-click your song, Select [Properties](#), go to [Details](#), and fill the blank boxes you can.

Alternatively, use MusicBee or a similar music player, or MusicBrainz Picard and find your song.

- For MusicBee: Right-Click your song within the player, select [Edit](#) and edit away the info you want, then click [Apply](#) then [OK](#).
- For MusicBrainz Picard: Add your song to Picard, select it, right-click the rectangle box that has 3 columns, select [Add New Tag](#), select the tags you want to add like [Title](#), [Artist](#), [Comment](#), [Album](#), etc. There should be a blank box in the box area below, double-click it and edit away the info you want to add, then click [Save](#) and press the [Save](#) button near [Info](#).

## Why did you do this?

I wanted to expand the original project I made with **DDLC-OSTPlayer** to everyone else in the Ren'Py community. Originally made to see RWBY songs play within the Ren'Py engine. (Yang :P)

## Credits

- Nikso - Original DDLC Music Player Code
- RyzekNoavek#0624 - Adjustable Play Bar Code
- khaase (Pixabay) - Refresh Icon (UOST-Player 1.0 - 1.2)
- eugenialcala (Pixabay) - Replay Icon (UOST-Player 1.0 - 1.2)
- raphaelsilva (Pixabay) - Shuffle Icon (UOST-Player 1.0 - 1.2)
- Josy\_Dom\_Alexis (Pixabay) - Volume Icon (UOST-Player 1.0 - 1.2)
- Google – Google Material Icons (UOST-Player 1.3 onwards)
- Tom Rothamel - Feedback
- Interrobang#8361 - Feedback

- Weiss Schnee - Support (Weiss: 😊)