

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!

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 prioritize 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: 😊)