

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.
 - a. `textbutton_("Music Room") action [ShowMenu("music_room"), Stop('music', fadeout=2.0), If(preferences.get_volume("music") == 0.0, true=SetVariable("ost.music_muted", True), false=SetMute('music', True)), Function(ost.refresh_list)]`
3. Open options.rpy and add this line somewhere after line **160** under the *init python*: block.
 - a. `build.classify("game/RPASongMetadata.json", "all")`
4. **(Optional)** Add some music to the track folder.
5. 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.

- If you plan to change the track folder name to something else, do let people know about this change if they want to add tracks to your game with your projects' music files. Don't forget to change the name of the folder in ost.py!

What is the max resolution Ren'Py UOST-Player supports?

In resolution, it now supports any resolution thanks to a scaler addition to ost.py!

In terms of other UI elements like icons, they are standardized at 35 by 35.

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
- full_name | Full 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)

How do I prioritize a song or make a song the first one?

Enable *Prty* 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. $0 > 1 > 2 > \dots$

- You may also enable this by setting *organizePriority* to **True** within ost.py.

How do I organize the list alphabetically?

Enable A-Z in the music room or set *organizeAZ* to **True** within ost.py.

Why is there files in the python-packages folder?

These handles handle the functions of the music room player and the metadata of songs sideloaded or those that have metadata in the game.

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 Ren'Py. Originally made to see RWBY songs play within the Ren'Py engine. *Yang :P*

Credits

- Nikso - Original Pre-DDLC-OSTPlayer Code
- Sam Kujo#9403 - Original Pre-DDLC-OSTPlayer Design
- RyzekNoavek#0624 - Adjustable Play Bar Code
- khaase (Pixabay) - Refresh Icon
- eugenialcala (Pixabay) - Replay Icon
- raphaelsilva (Pixabay) - Shuffle Icon
- Josy_Dom_Alexis (Pixabay) - Volume Icon
- Weiss Schnee - Support (Weiss :D)

Priority and A-Z Buttons are made by the developer themselves.