CS for CSGO

Commentator Script for CSGO

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2. About this script

This script makes it possible to use a commentator in Counter-Strike: Global Offensive. The commentator can comment the game when something interesting happens. The script is meant to be used in a multiplayer game when at least the other team's player names are known.

The script supports the following Counter-Strike gameplay modes

- Classic Casual
- Classic Competitive

This is a front-end script so it is used independently from the game, so it is easy to turn on and off. It does not require any server software modifications! However, every player that wants to use this script must have it installed and running while the game is on.

3. Getting started

Operating System Support

The script has been tested to work on Windows and Linux. However, the way in which the script plays audio files in different in both operating systems and that is why there are two versions of commentator.py file.

If you want to use the script on Windows, rename commentator_windows.py to commentator.py.

If you want to use the script on Linux, rename commentator_linux.py to commentator.py.

Options

First, it is a good idea to open config.txt and look at the options

- start. Possible values are **host** and **join**. Use host, if you want to host a server. Use **join**, if you want to connect to existing server.
- client_team. Type **1** if you play on team 1, type **2** if you play on team 2. It does not matter which team you call team 1 or 2. Just make sure that all your teammates have the same value here.

Fill the following values if you are planning to host a server

- host_sounds_folder. Type the folder name you want to use for audio playing.
  For example, if you want to use sound files located in the sounds\mertaranta, type mertaranta.
- host_team_1_player_names . Write here all player names who play in team 1.
  The names should be separated by comma, for example:
  host_team_1_player_names = Ismo, Seppo
- host_round_time. The round time used in Counter-Strike **in seconds**. The script will use this value if it does not find the real setting from the log.
- host_hostage_taken_time_bonus. The amount of additional time CTs get from taking a hostage (once in a round).
- host_max_rounds. The amount of max rounds. The script will use this value if it does not find the real setting from the log.
- host_c4_time. C4 time. The script will use this value if it does not find the real setting from the log.

- host_logs_path. Full path to the folder where the log files are located. Usually logs can be found from csgo\logs.
  Windows example:
  host_logs_path = C:\Program Files (x86)\Steam\steamapps\common\Counter-Strike Global Offensive\csgo\logs
  Linux Example:
  host_logs_path = /home/user/Steam/steamapps/common/Counter-Strike Global Offensive Beta - Dedicated Server/csgo/logs/
- host_port. Change it if you know what you are doing.

Fill the following values if you are planning to join a server.

- join_ip. Type the host IP address here.
- join_port. Type the host port here.

About the missing audio files

This script is not shipped with any audio files. You either have to get usable audio files from somewhere or record them by yourself.

Running the script

Before you run the script, please make sure that you have correct options in the config.txt file.

Windows

To run Python scripts on your machine you need to install Python Interpreter (a computer program that reads and runs Python scripts). You can download the program from http://www.python.org/

The code is written in Python version 3 and it is not backwards compatible with Python 2, so make sure you download Python 3 Interpreter.

Once you have downloaded and installed Python Interpreter, try to start the program by double-clicking run.bat. If the program closes immediately or you see warning messages that sound or config files are not found, try the following: Open the run.bat file with the plain text editor of your choice and change text **python** to **py**. After that, run the script by double-clicking the file.

If the program does not run it is very likely that Python Installation did not add the installation path to the Windows PATH environment variable.

1. Go to Control Panel → System → Advanced Settings → Environment Variables → System Variables → Select PATH and click Edit → Add semicolon at the end of the value of the variable and then add the Python installation path. For example:
2. ;C:\Python30

If that does not help you might want to look for additional help from Python's documentation: http://docs.python.org/2/faq/windows#how-do-i-run-a-python-program-under-windows

The next steps are a little bit different depending on whether you want to host or join a game.

Linux

To run Python scripts on your machine you need to install Python Interpreter (a computer program that reads and runs Python scripts). If you are running Linux then it is likely that Python 3 is already installed on

your machine. If not, you can download the program from http://www.python.org/ or use your package manager to install it.

Once you are ready, simply navigate to the script's folder with the command line and type: python3 main.py

The next steps are a little bit different depending on whether you want to host or join a game.

Host

First, make sure that every team 1 player who wants to join your game has a name in the config file (the names should be same as their nick names in the game).

1. If you want, delete all files from the logs folder. This is not mandatory since the script is clever enough to pick the log file that has been modified most recently (and is not too old).
2. Run the Python script
3. Give your friends your IP address and wait them to connect (if your friends can not connect to your server, make sure that the port is open in your router/firewall)
4. Start up your CS:GO server
5. Type the following commands in the console:
   sv_logflush "1"
   sv_log_onefile "1"
   log on
   You can also put these options in the server config file. Make sure that the game started to write the log before any player joins the game!
6. Start playing!

Client

First, make sure that you have the same audio files and you are running the same script version than the host. Check that you have a correct IP address in config.txt file. If you do, then just run the Python script and that's it!

4. Faq

Why is there no single player support?
It would have been too hard to implement. For example, if you want to play online and join a game while the match is in progress, it is not possible to see player names and their teams from the log file instantly when you join the game.

Furthermore, if you play offline with bots, they will usually join randomly to teams 1 and 2 so it is very difficult to put their names in config.txt file.

Because this script was written mainly to be used in multiplayer with friends I was not focusing in singleplayer too much. However, it might be possible to implement singleplayer support in the future.

How can I change the volume level of the commentator?
Currently there is no option to change the volume level directly from the application. However, if you are using Windows Vista or newer version of Windows, you can change the Python interpreter's volume level from Windows volume settings (after at least one sound file has been played from the application).

5. Changelog

r8

- Added support for Linux.

If you are not running Linux, you do not need to download this update. This version is 100% compatible with r7.

r7

- Added support for "begin bomb defuse" event.
- Added support for "take a hostage" event. The script now also supports capture hostage bonus time.

r6

- Sometimes "Round started" event occurs in the game log after the match has ended. This might be a bug in the game logging system. The program will not handle the event anymore if the match has ended.

r5

- The program reads c4 time from the log. If the bomb is planted, remaining round time is set to the current c4 time
- Added support for new audio files
- The commentator will now stop playing the current audio file and play the asked file immediately

r4

- Audio files are now organized in folders and they are imported to the program automatically
- Added support for new events
- Lots of improvements in the architecture level

r3

- The code has been refactored significantly
- Probability for round start sounds has been decreased
- Clients should be able to reconnect if the connection is lost
- The app automatically switches to the newest log file every 2 minutes

Clients do not need to update their version of the application but it is recommended to do so.

r2

- [NEW COMMENT] Bomb planted (probability 10%)
- Scores will be reset when the server changes map
- [FIX] clien_team changed to client_team