

CS for CSGO

Commentator Script for CSGO

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Version r3

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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 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!

3. Getting started

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.
- `sounds_folder`. Type the folder name where the audio files are located. The folder should be located in the sounds folder.
For example, if sound files are located in the sounds\files, type files.

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

- `host_team_1_player_names`. Write here all the 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`. Type here 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_logs_path`. Full path to the folder where the log files are located. Usually logs can be found from `csgo\logs`.
For example:
`host_logs_path = C:\Program Files (x86)\Steam\steamapps\common\Counter-Strike Global Offensive\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.

A word about the missing audio files

All audio files are located in the sound folder.

Since this script was made to be used with sound files related to Antero Mertaranta, it's very likely that those files are not included in the package you downloaded. Those sounds are copyrighted material and I don't have a permission to share them with you. You either have to get the files from somewhere, record them yourself or use other audio files. If you want to use other audio files, it's very easy to open the source code and edit file names (all used audio files can be found from the speaker class).

Running the script

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

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

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, open the run.bat with the plain text editor of your choice. Make sure that the included path to main.py is correct. After that, you can run the script by double-clicking the file.

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

Host

1. Run the Python script
2. Give your friends your IP address and wait them to connect.
3. If your friends can not connect to your server, make sure that the port is open in your router/firewall
4. If you want, delete all files from csgo/logs. 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).
5. Start up your CS:GO server
6. 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!
7. Start playing!

Client

First, make sure you have the same audio files and you are running the same script version than the host. If you do, then just run the Python script and that's it!

4. Faq

Why there is no singleplayer 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 join randomly to teams 1 and 2.

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.

5. Changelog

r2

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