



## **X4: Foundations – Own Radio Stations**

This mod lets you to listen to your favorite music in-game

### **Features:**

- Separate radio station for each track, plus a designated MP3 player station
- Keeps track of in-game happenings, making it far better, than old-school solutions
- Emulates signal weakening for radio stations, which are owned by any faction
- Uses an editable INI file for settings
- Supports on-line streamed radio stations
- Supported formats: MP1, MP2, MP3, OGG, WAV, AIFF
- Volume controls are totally integrated with the X4 Sound Options menu

### **Requirements:**

- X4: Foundations 3.00 or later, Windows version
- SirNukes Mod Support APIs
- kuertee UI Extensions and HUD

### **Installation / Setup:**

- ✂ Copy the 'X4\_ORs' directory into your game's 'extensions' directory
- ✂ Edit the INI file, and set up your radio stations
- ✂ Have your local radio station files copied to the specified locations (if any)

## Controls:

- ▶ CTRL + ALT + Down arrow key - Previous radio station
- ▶ CTRL + ALT + Up arrow key - Next radio station
- ▶ CTRL + ALT + Left arrow key - Previous MP3 track (only on MP3 player station)
- ▶ CTRL + ALT + Right arrow key - Next MP3 track (only on MP3 player station)

## Notes:

- 🔊 The radio can only be heard from the pilot chair. It's not available in spacesuit, or on platforms.
- 🔊 The volume of the mod is dictated by the Master volume setting from the INI, and the game's Master volume. The Music volume is ignored!

## Technical information:

- 🔧 The mod contains an EXE file, which is used to do the playback. If you tamper with the EXE, your game may freeze, when trying to communicate with the EXE.
- 🔧 The EXE uses the included BASS.DLL, to play audio.
- 🔧 The mod uses MD + LUA scripts, to control the EXE.

# Setting up the INI:

INI file location: `'extensions/X4_ORs/radiostations/settings.ini'`

- INI section: **[Global]**
  - **NumberOfStations**: (integer) Total number of 'normal' radio stations. The MP3 player station doesn't count to this value.
  - **Latency**: (integer) Max. milliseconds to wait, in case the LUA script doesn't send data to the EXE. This is possible, when the game is paused, or freezes.  
Accepted values: 10 - 5000, default: 1000
  - **RandomizeTracks**: (integer) If true, then the program will start normal radio stations at a random position upon startup. The MP3 player station is started from a random MP3 then. This setting is ignored for on-line streams, which cannot be seeked!  
Accepted values: 0 (false), any other (true), default: 0 (false)
  - **UseLinearVolume**: (integer) If true, the program will use a linearized volume scale, instead of the sound system's default logarithmic scale.  
Accepted values: 0 (false), any other (true), default: 0 (false)
  - **LoudnessFactor**: (real) The master loudness of the program.  
Accepted values: 0.0 - 1.0, default: 1.0
- INI section: **[Radio\_X]**: 'X' is replaced by a number from 1 to **NumberOfSections** from the **[Global]** section. Each normal radio station must have one section in the INI.
  - **FileName**: (text) The file name of the radio station. In case of local files, the file name can be either a relative, or an absolute file name. On-line streamed radios must have their file names start with `'http://'`, `'https://'`, or `'ftp://'`  
Examples:
    - `radio_POP.MP3`
    - `D:\KJAH.wav`
    - `http://stream.berliner-rundfunk.de/brf/mp3-128/internetradio`
  - **Owner**: (text) Owner faction(s) of this radio station. If specified, the signal weakening can be emulated, as if the signal would be emitted from the owner faction(s) nearest space station. If not specified, then the radio station will be available everywhere in-game.  
Examples:
    - `antigone`
    - `holyorder, trinity`
  - **LoudnessFactor**: (real) The individual loudness of this radio station.  
Accepted values: 0.0 - 1.0, default: 0.0
  - **DampeningFactor**: (real) This value specifies, how strong the signal will be. Dampening factor per kilometer. If specified, the signal weakening can be simulated (eg. a value of 0.75 means, the signal will be 75% of its strength by each kilometer). If not specified, then the radio station will be available everywhere in-game.  
Accepted values: 0.0 - 1.0, default: 1.0 (no dampening)
  - **RadioText**: (text) A meaningful name of the radio station. Must not contain comma. If specified, then the radio station's name will be shown in-game for 5 seconds, upon changing the station. If not specified, then the '?Unnamed Station?' text is used.
- INI section: **[Radio\_MP3]**: Designated specifically for the last, MP3 player station. On this station, the music placed in the `'extensions/X4_ORs/radiostations/mp3'` is played.
  - **Enabled**: (integer) If true, then the MP3 player station is enabled.  
Accepted values: 0 (false), any other (true), default: 0 (false)
  - **LoudnessFactor**: (real) The individual loudness of this radio station.  
Accepted values: 0.0 - 1.0, default: 0.0
  - **RadioText**: (text) A meaningful name of the radio station. Must not contain comma. If specified, then the radio station's name will be shown in-game for 5 seconds, upon changing the station. If not specified, then the '?Unnamed MP3 Station?' text is used.