First copy file: lib/audio api.lua to **yourotserver/data/lib** if you use TFS 0.3.4 (or less) or Open tibia add it on global.lua or data.lua:

Dofile(‘**data/lib/audio api.lua**’)

**You need lua socket on your Server.**

Now open audio api.lua and config:

dj.delay = 100

Delay in ms to check all player positions to play music.

dj.print = false

to print how is connected.

**dj.area = {}**

In this line you config all musics! You add only the music name here.

**Play type 1**

In play type 1 the music play when the player is inside of 2 positions:

**{{x=299,y=232,z=7},{x=309,y=242,z=7},{'a touch of blessing.mp3'},type=1},**

**Play Type 2**

In this case music play when the player is inside of a PZ.

**{0,0,{'oghmas.mp3'},type=2},**

**Play type 3**

It play if player have some storage (it player in anywhere!)

**{0,0,{'prologue.mp3'},type=3,storage=4820}**

**Play type 4**

It play if some **global** storage is ~= -1

**{0,0,{'x1nb.ogg'},type=4,storage=5050},**

**Play type 5**

It play is function return true

**{0,0,{'x1nb.ogg'},type=5,f=function(cid) if getCreatureOutfit(cid).lookType == 16 then return true else end end}**

To start audio you MUST need add it on login.lua

if not dj then

dj = startAPI(7173) -- Here start the audio

end

**Its better you copy start\_audio.lua to your server.**

You can config to send a sound effect in some scripts. **(only on creaturescripts or in same lua state)**

function onLogout(cid)

for i,b in pairs(dj.online) do

if b.cid == cid then

addEvent(function(b) b:send('EF=logout.wav\n') end,500,b[1])

end

end

return TRUE

end