
Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Kytten9](#) on Thu, 27 Oct 2005 10:44:00 GMT

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Blazer wrote on Thu, 27 October 2005 05:05Its pretty silly to think you could make your own radio commands like "OMG Stealthguy!", and distribute it to people, and actually think that everyone in the game has your soundpack installed. Meanwhile you are hitting the key for "OMG Stealthguy!", and everyone else wonders why you are spamming "Attack the Harvester".

lol

I think the most common used (non current cmds) would be things like

*sniper

*sbh/enemy in base

*attack bar/hand/air/wf

*defend bar/hand/air/wf

*disarm that beacon

*Ped...

It would be handy to have one that warned people a "friendly" tank was stolen...but not essential...

Bearing in mind that we have only 30 keys that could easily be tagged with this. alt 1-0 ctrl 1-0 alt+ctrl 1-0

I'd say the best way to do this is to look through the current cmds, find which ones we use most: affirmative, get out of the vehicle, get in the vehicle etc..and the ones we don't use so much: watch where you're pointing that....etc

Things like fall back and return to base are normally used when a rush is incoming....or you need back up...so you could replace those cmds respectively...

It's gonna be trial and error.

Blazer, those who don't have RG, will they be able to hear what cmds we use when this is done....and if so, take a bunch of commands then and do several files...and have people take their pick....if not...then wont they too hear us spam defend the harvester

(my question mark isn't working on my keyboard...sorry)