Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by Deathgod on Thu, 27 Oct 2005 20:15:38 GMT

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Blazer wrote on Thu, 27 October 2005 05:05Deathgod wrote on Thu, 27 October 2005 02:28Blazer wrote on Wed, 26 October 2005 20:29cmatt42 wrote on Wed, 26 October 2005 14:31Quote:
P.S. If you really want to edit the radio commands on your side only, this is already possible by just dropping a .wav file in your data directory with the proper filename.

Well what I meant was the ability to create your own radio commands without having to run an extra application or use a preexisting command and just use your own sound file. So basically, it's what you are doing, but letting users create their own via an editor.

As I said, you can already do that, you can use any editor you want and create a radio command, and just save it as a particular filename for it to override the normal one. Of course you will be the only one able to hear it, but there's nothing we can do about that.

You can make a radio pack and release it publically. Didn't you do that with a simpsons sound pack? As long as everyone has the same strings.tdb and .wav files, all the radio commands are the same.

Its 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".

It's not silly at all, you have the power to push that with Renguard. Besides, if you make your soundpack a standalone release you deal with the same problems as in the theoretical situation you just posted.

Besides, the whole idea of making a soundpack is that you give it to people you play with so you're all on the same page.

I'm not trying to convince you out of doing what you're doing, I'd love having more radio commands. I'm just pointing out alternatives in case it doesn't happen.