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

Posted by [Blazer](#) on Fri, 28 Oct 2005 12:23:29 GMT

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Deathgod wrote on Thu, 27 October 2005 16:15Blazer 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.

Heh what you say is a bit confusing....on the one hand you talk about custom, player-specific radio commands that you would give to your friends, but then you also say then can be "pushed" with RenGuard.

Making a custom radio command set, lets say that you made your own and redid some of the ones that *you* don't use often, lets say for example you replaced "Watch where you're pointing that!", with a sound of you saying boldly "Disarm that beacon!", and you do the same for some of the other commands.

Now you give this "soundpack" to your friends. Assuming you ONLY play on servers that have ONLY your friends playing, then yes, that would work as you would all hear the same custom sounds. But what happens when you are in some random 40 player server, and you or your buddies are happily spamming your custom commands of "Disarm that beacon!" ,or "STFU Lamer" or whatever you made...meanwhile all the OTHER players hear the real, default sound of "Watch where you're pointing that!", and think you are on crack.

That is why the BHS solution will:

1. Not replace any existing radio commands, rather add new keybindings with new sounds (sounds recorded by the original voice actor, Cliff Hicks).
2. Be released in Core Patch2, and/or a standalone patch.
3. The hotkey will, in addition to triggering the custom radio command for you and anyone else on your team with the patch, send a team chat message similar to "playername: [Radio] Disarm That Beacon!". This will ensure that even people who don't have the patch and thus do not hear the custom radio command, at least see a text version of it in their teamchat.

The BHS solution makes sure that *everyone* gets the enhancement (even people who dont have the patch still see the text), and is completely backwards compatible by not interfering with any of the default existing commands, as many people probably use the ones that most of us consider useless, or maybe they just don't want them changed.

As for it not happening, I wouldn't have made this post if we didn't have all of our ducks in a row so to speak. This isn't a pipe dream, we have been in communication with Devinoch and he has agreed, and the coding part has already been done for the most part (we already have hotkey hook code from the soundtrack player), so all that is left to do is come up with the commands, Record them with Devinoch, package and distribute. You know, that list I posted in the O.P. In fact I just realized that pretty much everything I have said in this entire thread, is just repeating what I said in the O.P., so I will step away now.
