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Subject: Re: how do people do this?

Posted by [Zion](#) on Tue, 05 Sep 2006 14:58:35 GMT

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cmatt42 wrote on Mon, 04 September 2006 15:58 Merovingian wrote on Mon, 04 September 2006 14:35 If you think it's serversided, then you must think radio commands (the CTRL, ALT and CTRL+ALT +# ones) are serversided?

Radio commands are not serverside, they're sent through packets which clients send to the server and vice versa and they're not "snd" commands, since the original westwood scripts don't have the "snd" script in them.

You can edit them in Commando Level Edit under the "Global Settings" branch. Under that branch you can edit the announcements that buildings call when damaged/destroyed.

So, as you see, they're not serverside, they're clientside.

When I type //somesoundthinghere I hear nothing. It's only in certain servers, therefore it must be server side.

That's typing it, you do not type Radio Commands, you press buttons for radio commands.

Some servers listen to text lines and play a "snd" sound to all (the line "toy" for example plays a sound to all players) but this is not radio commands!

You cannot type the lines players use with the "/" in front since it will just not work. Radio commands are sent from the client to the server, and the server sends to everyone else. They're not "snd" commands!

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