
Subject: Radio Command W3D Files

Posted by [Nightma12](#) on Mon, 11 Sep 2006 17:47:09 GMT

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heya!

does anybody know the W3D files of the icons that appear above the head when you use a radio command?

also, im currently compiling a list of shortcuts that you would type

jonwil, once i have the list compiled, would it be possible to block the commands from showing up in teamchat and only the accually text sent by the tmsg command will show for scripts 3.0?

heres what i have so far... of course i still need to get more!

Quote:bref = Beacon At The Refinery!
bsilo = Beacon At The Tiberium Silo!
bhon = Beacon At The Hand Of NOD!
bair = Beacon At The Airstrip!
bbar = Beacon At The Infatry Barracks!
bwep = Beacon At The Weapons Factory!
bcon = Beacon At The Construction Yard!
brep = Beacon At The Repair Facility!
bped = Beacon At The Pedestal!
bagt = Beacon At The Advanced Guard Tower!
bob = Beacon At The Obelisk!
bdis = Disarm That Beacon!

mbase = Mine The Base!
mlimit! = The Mine Limit Has Been Reached!
mref = MineThe Refinery!
mhon = Mine The Hand Of NOD!
mair = Mine The Airstrip!
mbar = Mine The Infantry Barracks!
mwep = Mine The Weapons Factory!
mcon = Mine The Construction Yard!
mob = Mine The Obelisk!
magt = Mine The Advanced Guard Tower!
mped = Mine The Pedestal!

tfield = Take The Field!
bharv = Block The Harvester!
wharv = Walk The Harvester!
iwharv = Im Going To Walk The Harvester!

deftun = Defend The Tunnels!

if needbe, then perhaps we could make these something like @mped, or 'mped so that you wont type the shortcut when your actually typeing a message
