
Subject: Re: Team Commands Sound Change
Posted by [Zion](#) on Mon, 09 Oct 2006 09:18:23 GMT
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The "toy" 'commands' etc are done serverside. When <text> is said by a client, the bot (regulator) sends an snda command to the console with the preset name of the sound file (found in always.dat).

The "/" 'commands' are radio commands and are CLIENTSIDE ONLY! They are not serverside and cannot be implemented serverside what-so-ever.

Since Seb (a very good pal of mine) told you about it, i recently gave him my personal radio command modifiers about 12 hours ago so considering when he told you to post here, they're probably radio commands while he was testing them.
