Subject: Re: Team Commands Sound Change
Posted by Stallion on Sat, 14 Oct 2006 00:34:48 GMT

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Blazer wrote on Sun, 08 October 2006 22:53Its not something that is easily done...people who do that are using a custom objects.ddb

Making the custom radio commands for use in the objects.ddb file is easy for me (I glanced at the tutorial), but is there a way to have the custom radio commands without having to use the objects.ddb file?

Goztow wrote on Mon, 09 October 2006 01:19Mate, I think your cat posed itself on your caps lock button. You might want to check on that.

If you want to do it as a player, the easiest way to find out is by doing "!sounds" when in-game.

If you want to do it as server owner on your server, it's not that easy.

To be honnest: I find those sounds quite annoying. Sure, it's funny the first 10 times you hear them. After that, it gets plain annoying and deconcentrates me.

It can get annoying and messes up concentration especially when your trying to listen for key things in the game like a beacon, but if programmed into the bot properly (i.e. when someone joins the game it automatically says hi or pleased to see you) it can't be abused and helps add a unique yet fun and welcoming aspect to the game. Even more so when it's a paged sound .