Subject: More radio commands?

Posted by Homey on Sat, 04 Sep 2004 05:20:29 GMT

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Maybe something like alt+ctrl+1 etc

Like defend the oblisk, agt etc. Enemy stealth unit discovered etc. Incoming apc rush etc. Don't know if its possible, or if its been suggested before...

Subject: More radio commands?

Posted by warranto on Sat. 04 Sep 2004 05:33:24 GMT

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CTRL+ALT+

- 1 = Attack the base defenses!
- 2 = Attack the harvester!
- 3 = Attack that structure!
- 4 = Attack the refinery!
- 5 = Attack the power plant!
- 6 = Defend the base!
- 7 = Defend the harvester!
- 8 = Defend that structure!
- 9 = Defend the refinery!
- 0 = Defend the power plant

That groups already taken. I don't know if some other combination would be possible. Input the shift button maybe?

Subject: More radio commands?

Posted by Homey on Sat, 04 Sep 2004 06:16:34 GMT

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No, Alt+ctrl, not ctrl+alt. Plus defend that structure isn't very specific either.

Subject: More radio commands?

Posted by jonwil on Sat, 04 Sep 2004 07:35:43 GMT

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there is no difference between ctrl-alt and alt-ctrl as far as windows is concerned.

Subject: More radio commands?

Posted by Homey on Sun, 05 Sep 2004 04:43:51 GMT

Subject: More radio commands?

Posted by -FM-script on Sun, 05 Sep 2004 11:34:00 GMT

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Somthing like ctrl+alt - "im an engeneer" or when in a sniper ctrl+alr - "Im a sniper"

Is that possible ??

Subject: More radio commands?

Posted by WNxCABAL on Sun, 05 Sep 2004 22:05:46 GMT

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or maybe instead of numbers, use letters or symbols aswell?

Ctrl + alt + q = stop the camping!

Ctrl + alt + * = Defend the Soldiar factory

Random ideas, possible?

Subject: More radio commands?

Posted by RadioactiveKangaroo on Mon, 06 Sep 2004 00:33:37 GMT

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You could do it using objects.dbb, but then you'd only get the sounds that are already in it like the ones in the SP campaign.

Subject: More radio commands?

Posted by xptek on Mon, 06 Sep 2004 01:13:51 GMT

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He's not talking about altering the existing sounds Matt.

He's talking about adding a new menu.

Subject: More radio commands?

Posted by Madtone on Mon, 06 Sep 2004 10:21:42 GMT

All you would do is add some ASM in so when it detects the "g+1" key for example, go into extra sounds mode and play that assigned sound.

Subject: More radio commands?

Posted by Sir Kane on Mon, 06 Sep 2004 11:11:30 GMT

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Took me a few days hard work and around 1200 lines of code to make everything required for this.

Subject: More radio commands?

Posted by t1000n1 on Wed, 01 Dec 2004 22:06:54 GMT

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Silent KaneTook me a few days hard work and around 1200 lines of code to make everything required for this.

Ya? Are you going to post a url so people can dl this? And does it work in online where everyone can hear it?

Subject: More radio commands?

Posted by SuperMidget on Mon, 06 Dec 2004 14:59:17 GMT

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i would also like some new ones added, like that guy's ideas, "APC INC" as well as 'On my way' which would be VERY helpful when ppl spam 'Defend the Base!' Grrr...

And then there's also teamspeak.. :rolleyes:

Subject: More radio commands?

Posted by csskiller on Tue, 07 Dec 2004 02:09:56 GMT

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Well you could just use auto complete for these things...

Subject: More radio commands?

Posted by oxi on Tue, 07 Dec 2004 02:17:39 GMT

This is a cool idea but would they already have to be in the always.dat because if not the lazier people amoung us who refuse to download stuff wouldn't hear them.

Subject: More radio commands?

Posted by MilkyLep on Tue, 21 Dec 2004 03:06:26 GMT

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csskillerWell you could just use auto complete for these things...

Yup.

Subject: More radio commands?

Posted by Deactivated on Tue, 21 Dec 2004 15:11:54 GMT

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t1000n1Silent KaneTook me a few days hard work and around 1200 lines of code to make everything required for this.

Ya? Are you going to post a url so people can dl this? And does it work in online where everyone can hear it?

Well, knowing SK he won't.

Subject: More radio commands?

Posted by visorneon on Tue, 21 Dec 2004 20:47:21 GMT

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oxiThis is a cool idea but would they already have to be in the always.dat because if not the lazier people amoung us who refuse to download stuff wouldn't hear them.

no they might not hear then but they will still see the text untill they do download it

Subject: k

Posted by BHFLeader on Sun, 09 Jan 2005 11:57:29 GMT

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yup

Subject: More radio commands?

Posted by EA-DamageEverything on Mon, 17 Jan 2005 00:57:27 GMT

The SHIFT Key switches running to walking already and has a good position. My suggest to a Hotkey for new commands is CTRL+Y. Umm I forgot you americans have Z on this position.....harhar. There comes the problem.

V? Better? CTRL+V, this can be handled with 1 Hand and we would be able to have 10 new commands with the next Core patch which includes a new always.dbs...

Subject: More radio commands?

Posted by WNxCABAL on Mon, 17 Jan 2005 12:59:15 GMT

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CTRL+ALT+ /
CTRL+ALT+ *
CTRL+ALT+ +
CTRL+ALT+ +
CTRL + /
CTRL + *
CTRL + CTRL + +
ALT + /
ALT + *
ALT + ALT + +

Idea for some more radio command sequences.