
Subject: New (additional) Radio Commands! Submit Yours!

Posted by [Blazer](#) on Mon, 24 Oct 2005 11:17:23 GMT

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BHS has been in contact with various people, formally employed by Westwood, in regards to working with us on various possible projects. Some of the most well-known C&C personalities have agreed to work with us. I cannot reveal all of our plans, so you will have to wait and see

One plan that is ready to go forward though, is the addition of new Radio Commands. Cliff Hicks, a.k.a. "Devinoch" was the voice actor for the radio commands that we all currently use. He has agreed to work with us on recording new radio commands!

Now this is not something that will happen overnight. Devinoch has a very busy schedule, so the order of things will be something like this:

1. Request community to submit their most wanted new radio commands (doing this now).
2. Go over the list, and pick out the most requested ones.
3. Assuming there will be "too many" requested, hold a poll/vote to allow the community to choose the final number of commands.
4. Work with Devinoch to record the voice samples.
5. Master the samples, and prepare the code to use them (keyhooks).
6. Release...not sure if this will be part of Core Patch 2, or a separate release...TBD.

So there we go...now it's time to submit the radio commands you would like to see added. Please think carefully and submit things that you would consider truly useful. Please don't submit silly things like "ROFLCOPTER" and such.

This isn't my official list, but just off the top of my head, I would like to see:

1. "Defend the base defenses!" (We already have "attack the base defenses", and "defend the base", and "defend that structure", but nothing to really indicate to defend or repair the AGT/Obelisk)
2. "Disarm that beacon!" (This shouldn't even have to be said, but often I need help disarming a beacon and can't stop to type it)
3. *something about snipers* (I always find myself warning teammates that I just got sniped, or that there are 4 snipers on the hill, etc)
4. "Enemy spotted in pillbox/bunker!" (This may be what I talked about in #3, often I am warning people about snipers/enemies that are firing from the pillboxes).
5. "Enemy in base!" - (I'm always telling the team that I saw an SBH in the base, or that an APC is in the base, etc).
6. "Requesting backup" (More to the point than "Follow Me").

That's enough to give an idea, I will submit my actual list once I have more time to think about it. I can't say yet how many commands we will be adding, as that depends on which keys we choose. For example, we could use F5-F7, so that's 3 keys, so when used in combination with ALT and CTRL, that would mean we could have 9 added radio commands. Again that is just an example, and is not/probably not the final config.

There you have it...take some time to think, and post your list and/or comments.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [DrasticDR](#) on Mon, 24 Oct 2005 11:34:36 GMT

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I would like to see "Incoming enemy vehicle rush" or something similar.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [SuperMidget](#) on Mon, 24 Oct 2005 11:55:17 GMT

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Yes! Great idea!

I'd like to see "Attack the Factory!"/"Attack the Air Strip" as well as bar/hon.

Also: "Sniper spotted!" Or something relevant.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Dreadlord](#) on Mon, 24 Oct 2005 11:57:23 GMT

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make several different commands like "Incoming @vehicle@ rush"
and add anything you want instead of @vehicle@ - Mammoths, stealth tanks, flamers etc.
"stealth unit in the base" is also useful

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [RyuKishen](#) on Mon, 24 Oct 2005 12:01:39 GMT

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"Watch for snipers"
"Requesting Backup"
"Hold your fire"
"Situation under control"

I'll edit this post when I find more.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [=HT=T-Bird](#) on Mon, 24 Oct 2005 12:15:00 GMT

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Attack/Defend the Airstrip/Barracks/War Factory/Hand of Nod would be good to go with
Requesting Backup and Disarm that Beacon

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Kamuix](#) on Mon, 24 Oct 2005 14:51:08 GMT

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"Watch for snipers"
"Incoming Rush"
"Incoming APC"
"Incoming APC Rush"

And Because people are healing eachother in renegade all the time.I think something like

"Thank you sir"

I like those ideas.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Scythar](#) on Mon, 24 Oct 2005 15:18:25 GMT

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Something like this I suppose:

"Thanks!"
"Enemy vehicles attacking!" (rushing?)
"Defend/attack <missing buildings>"
"Snipers!"
"Need help/backup"

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [warranto](#) on Mon, 24 Oct 2005 15:34:07 GMT

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Perhaps tying the already available command functions into the symbols could add 30 new commands. ie. ctrl+alt+! (shift 1), alt+@ (shift 2), ctl+# (shift 3), etc.

Heh, and if there are commands spaces remaining, perhaps some humourous radio chatter could work, a' la Blizzard products. The only problem with this would be command spamming

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [Blazer](#) on Mon, 24 Oct 2005 15:52:37 GMT
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ctrl-alt-shift-1 ... I just tried to press that and I think I have carpal tunnel now.

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [Nightma12](#) on Mon, 24 Oct 2005 15:58:04 GMT
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add ROFLCOPTER to any empty spaces!

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [luv2pb](#) on Mon, 24 Oct 2005 17:09:45 GMT
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"thanks" and "incomming rush" I think should be two of them for sure. How about "find that beacon"?

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [warranto](#) on Mon, 24 Oct 2005 17:59:30 GMT
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Blazer wrote on Mon, 24 October 2005 11:52ctrl-alt-shift-1 ... I just tried to press that and I think I have carpal tunnel now.

hmm... carpal tunnel. The perfect solution to command spammers!

Great thinking Blazer!

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [Ma1kel](#) on Mon, 24 Oct 2005 18:20:45 GMT
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Something in the way of "We're losing it". To indicate that your losing for example the field, or a key point/building.

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [Nightma12](#) on Mon, 24 Oct 2005 18:31:05 GMT
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whats carpel tunnel?

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Jecht](#) on Mon, 24 Oct 2005 18:54:06 GMT

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Sniper Sighted!

Tanks Incoming!

Forming Rush!

Disarm that beacon!

Incoming: Tunnels!

Defend the Base Defenses!

Defend the Pedestal!

A few I thought up at the top of my head.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Chronojam](#) on Mon, 24 Oct 2005 18:56:58 GMT

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What I always wanted to see was subject/predicate commands.

Ctrl+

1 Defend

2 Attack

3 Mine

4 Destroy

5 Repair

6 Look out for

7 Affirmative

8 Negative

9 Me

0 Superweapon at

etc etc

Alt+

1 the harvester

2 the base

3 the defenses

4 the heavy forces

5 the light forces

6 the infantry

7 the power plant

8 the refinery

9 the factory

0 the barracks

Ctrl+Alt

1 Group with

2 Move out

3 Fall back

4 Focus on my target

5 Snipers!

6 Base infiltrated

7 Ready

8 Hold position

9 Out of the way

0 Thanks

There's always the tab key. Tab, control-tab. Avoid shift, because shift means walk slowly. If I'm walking slowly and want to shift to my shotgun, I don't want to suddenly tell my team "Tank incoming".

Thanks, out of the way, snipers could be changed around. Snipers for example could be Admiral Ackbar saying IT'S A TRAP (not really) or how about, "The other route". La la driving into the Nod base-- oh no, he's not going down the ramp? The other route! Oh look, Nod forces are coming in the main gate. Not a problem. Oh shit, lookit the other side of the base... Defend The other route! Would work for tunnels of course, or normal passages. Your team could figure out what you mean based on where you are. If they're with you and you say it, they know to go the other way.

You wouldn't always need to pair things up. Instead of saying just "move out" to indicate driving to enemy base, you could say "attack" to mean to actually go in there and not wait. Or attack the base defenses, so they know a target.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [DrasticDR](#) on Mon, 24 Oct 2005 19:04:38 GMT

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gbull wrote on Mon, 24 October 2005 14:54: Defend the Pedestal!

bingo

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Homey](#) on Mon, 24 Oct 2005 19:35:36 GMT

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What about adding Alt+Ctrl+#

Anyways,

1. Sniper

2. Stealth unit discovered

3. Incoming rush
 4. Group up! (For rushes)
 5. Attack air/wf
 6. Attack bar/hon
 7. Defend air/wf
 8. Defend bar/hon
 9. Disarm that beacon!
 10. Thanks
-

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [rm5248](#) on Mon, 24 Oct 2005 19:41:26 GMT

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Ctrl + Alt + # already exists...

I don't think that many of the F keys are used, could be F4-F7, F9 - F12. That'd be 8 new commands. (Unless I'm forgetting an F key...)

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Nightma12](#) on Mon, 24 Oct 2005 19:48:00 GMT

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Alt+Ctrl+Windows Key

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Aprime](#) on Mon, 24 Oct 2005 19:58:28 GMT

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It better happen... Because... It never did for Renegade Alert.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Kanezor](#) on Mon, 24 Oct 2005 20:49:36 GMT

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C4 on the Master Control Terminal!

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [bandie63](#) on Mon, 24 Oct 2005 21:07:06 GMT

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I stole these from CounterStrike:

Stick Together, Team!
Sector Clear!
And for fun: Fire in the hole!

Here's another that would save some typing time
OMG HAX!

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [Spoony_old](#) on Mon, 24 Oct 2005 21:14:49 GMT
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"Shut the fuck up"

Don't class that as a silly suggestion, it's deadly serious.

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [Chronojam](#) on Mon, 24 Oct 2005 21:48:36 GMT
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But you forget that some servers don't like profanity because they let their 6 year olds play because this game is rated T for Teen.

Stole the Page 2 again, Spoony.

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [bandie63](#) on Mon, 24 Oct 2005 21:55:43 GMT
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My mom only lets me play games rated "M" for Mild.

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [Goztow](#) on Mon, 24 Oct 2005 21:56:43 GMT
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Cheater detected! (handy!)
Thanks!
Destroy that beacon!
Defend the pedestal! (as stated)
Enemy rush incoming! (much better than the current enemy spotted which could be just one)
And the ones blazer said

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [deerwalk](#) on Mon, 24 Oct 2005 22:50:11 GMT

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Nightma12 wrote on Mon, 24 October 2005 14:48Alt+Ctrl+Windows Key

The windows key minimises my game

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [warranto](#) on Mon, 24 Oct 2005 23:39:34 GMT

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Chronojam wrote on Mon, 24 October 2005 14:56

There's always the tab key. Tab, control-tab.

I was considering that, however if you wanted alt+tab, there would be a problem. I thought shift would be the next best thing, as I think 'walk' can be bound to a different key. shift would allow for the full 30 commands (40, now that I think of it-shift by itself?), but tab would be restricted to around 20 commands.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Spoony_old](#) on Mon, 24 Oct 2005 23:42:06 GMT

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Chronojam wrote on Mon, 24 October 2005 17:48Stole the Page 2 again, Spoony.

An edited post is not a claimed page, it's a blown page. Keep trying though.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Renx](#) on Tue, 25 Oct 2005 01:49:51 GMT

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Beacon That Structure!

Rush!

Stealthed Units Detected!

I Need Ammo!, or I Need To Refill!

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Chronojam](#) on Tue, 25 Oct 2005 01:53:30 GMT

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Spoony wrote on Mon, 24 October 2005 19:42Chronojam wrote on Mon, 24 October 2005 17:48Stole the Page 2 again, Spoony.

An edited post is not a claimed page, it's a blown page. Keep trying though.
Why, do you have to 'try' to do it? I can just picture you sitting there counting posts, eager to stake your claim to a page

I had to edit, because somebody "667 years old" wouldn't need to worry about something rated T for teen, and probably wouldn't have the eyesight to play the game.

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [Sniper_De7](#) on Tue, 25 Oct 2005 02:01:07 GMT
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is it possible to point at something and have it so it says whatever it is? so if you hit control and 1 and it was say on a harvester it would say attack harv, or alt 1 and it would say defend harv doing this might save some keys if it was any bit possible. Which i'm assuming it probably is, but oh well

edit: this'd also be a problem who might just hold v, as well

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [Crimson](#) on Tue, 25 Oct 2005 02:39:44 GMT
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I should change the post threshold daily to fuck with things.

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [Lijitsu](#) on Tue, 25 Oct 2005 02:40:48 GMT
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Post threshold? ...Ahg... One of the lesser used words... What would that do?

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [Spoony_old](#) on Tue, 25 Oct 2005 02:42:45 GMT
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Chronojam wrote on Mon, 24 October 2005 21:53 Why, do you have to 'try' to do it?
Only if you suck at it.

Chronojam wrote on Mon, 24 October 2005 21:53 I can just picture you sitting there counting posts, eager to stake your claim to a page
And I can picture yourself think you're anything better than average just because someone who bought the game two days ago called you a cheater. But hey, whatever floats your boat.

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [Spoony_old](#) on Tue, 25 Oct 2005 02:44:01 GMT
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Crimson wrote on Mon, 24 October 2005 22:39: I should change the post threshold daily to fuck with things.
Bring it.

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [God of Death](#) on Tue, 25 Oct 2005 02:56:08 GMT
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"Crap"

Simple, to the point, and some what elegant.

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [Blazer](#) on Tue, 25 Oct 2005 04:53:12 GMT
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Comrade wrote on Mon, 24 October 2005 15:58: It better happen... Because... It never did for Renegade Alert.

Don't worry, we don't make promises we can't keep. This isn't just some random idea, Devinoch has agreed so it's just a matter of deciding the commands, etc (that list I posted).

P.S. Can everyone else stay on topic please? I see no reason to fill half of this thread with talk about post counts.

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [icedog90](#) on Tue, 25 Oct 2005 06:06:09 GMT
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Thanks!
Sniper spotted!
Guard the base defenses!
Repair the base defenses!
Need backup. (I forget if this is in there already or not, it's been a while...)
Disarm that beacon!
Defend the beacon!
Attack the vehicle production site!
Requesting a pickup!
Enemy spotted in base.

Watch for snipers.
Enemy tanks spotted!
We need air support!
We need anti-air support!
We need engineers!
We need tanks!

I could probably think of a lot more... it just keeps going on.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Deathgod](#) on Tue, 25 Oct 2005 06:16:35 GMT

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Spoony wrote on Mon, 24 October 2005 17:14"Shut the fuck up"

Don't class that as a silly suggestion, it's deadly serious.

www.fudonline.com/fud.asp

see arnold radio

kthxbye

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [light](#) on Tue, 25 Oct 2005 09:31:48 GMT

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We must have: "Our base is over-mined" (or some equivalent, typing "MINE LIMIT" all the time is perhaps the most annoying)

Others I would like:

"Enemy Rush incoming" (or even better: "Enemy vehicles rushing" and "enemy infantry rushing")

"Defend the Pedestal"

"Get on TeamSpeak" (probably won't happen, but can't help to try)

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [RTsa](#) on Tue, 25 Oct 2005 11:44:00 GMT

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"Don't spam the radio commands!", while good, might lead to even more spamming by stupid idiots xD

"Disarm that beacon!" would be very welcome. That combined with the next would be awesome.

"Beacon on the pedestal!" <- better than "Defend the pedestal" because you can say mine when you're beaconing theirs

"Rush incoming!" would be good as well...

Oh, and "Stealth unit detected!" is another good one.

Also, I like Chronojam's idea of 'slicing up' the commands. But how would the guys without this see it? Would lead to problems probably...good idea though

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Jecht](#) on Tue, 25 Oct 2005 13:13:24 GMT

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God of Death wrote on Mon, 24 October 2005 21:56"Crap"

Simple, to the point, and some what elegant.

That was beautiful

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Areilius](#) on Tue, 25 Oct 2005 13:37:19 GMT

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My ideas

"Incoming!"

-yeah

"Hold your fire"

-When people in your stealth rush are firing and blowing everyones cover

-When you're trying to havester walk and you team is trying to destroy it

"Situation under control"

-Say a building is under attack and your team is yelling desperately to have it repaired, and you go and repair it, this command kinda stops the panic. eg.

"Building needs repair!" x5

"Negative."

"Situation under control."

"Situation critical"

-Would be really useful for emphasising commands eg.

"Building needs repair!"

"Situation critical!"

"Enemy in our base!"
-yeah

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [Renegade](#) on Tue, 25 Oct 2005 14:04:24 GMT
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My new commands that i would LOVE to see would be:

Hold your fire!
Sniper spotted, watch out!
Save your money!
Stealth in base! / Spy in base! (for Nod)
Enemy rush detected!

For when only 1 person knows where the beacon/stealth/spy is:

Behind the base defences!
Near Vehicle production!
Near power plant!
Behind the Refinery!
Near the Infantry production!

There are more that i HAVE thought of, however, ive been away from the game for 2 months and i cant remember the situations.

OT: YAY! 400 posts! My new post resolution is to stop the spam!

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [cmatt42](#) on Wed, 26 Oct 2005 00:34:02 GMT
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This is an awesome and much needed addition to Renegade.

The main ones I want to see have already been suggested:
"Attack/Defend the Barracks/Hand of Nod/War Factory/Nod Airstrip!"
"Defend the pedestal!"
"Defend the base defenses!"
"Situation under control."
"Incoming rush!"
"Hold your fire!"
"Enemy in the base!"

Since the radio commands are pretty much macros, perhaps we could have a tool to edit them and make our own? It would be a challenge for the other players to see the custom commands, but if it can be done, I say go for it. That would be pretty sweet.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Blazer](#) on Wed, 26 Oct 2005 01:17:29 GMT

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cmatt42 wrote on Tue, 25 October 2005 20:34 This is an awesome and much needed addition to Renegade.

The main ones I want to see have already been suggested:

"Attack/Defend the Barracks/Hand of Nod/War Factory/Nod Airstrip!"

"Defend the pedestal!"

"Defend the base defenses!"

"Situation under control."

"Incoming rush!"

"Hold your fire!"

"Enemy in the base!"

Since the radio commands are pretty much macros, perhaps we could have a tool to edit them and make our own? It would be a challenge for the other players to see the custom commands, but if it can be done, I say go for it. That would be pretty sweet.

They aren't macros. They will work just like the existing radio commands, when you press that key, everyone on your team will hear the command. I am personally trying to ensure that a team message along the lines of "[Radio] Defend the pedestal!" text will also be sent, for the people who don't have CP2 or whatever the radio command patch will be.

If you just want macro text-sending ability, I believe someone (npsmith82) had already released an application that lets you do that...I think it was called AutoComplete or something.

P.S. If you really want to edit the radio commands on your side only, this is already possible by just dropping a .wav file in your data directory with the proper filename.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Chronojam](#) on Wed, 26 Oct 2005 02:35:32 GMT

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Yes, AutoComplete. It's very, very useful, but you can easily end up investing a few hours customizing the test how you want it.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Jaspah](#) on Wed, 26 Oct 2005 03:23:14 GMT

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Chronojam wrote on Mon, 24 October 2005 14:56 What I always wanted to see was subject/predicate commands.

Ctrl+

- 1 Defend
 - 2 Attack
 - 3 Mine
 - 4 Destroy
 - 5 Repair
 - 6 Look out for
 - 7 Affirmative
 - 8 Negative
 - 9 Me
 - 0 Superweapon at
- etc etc

Alt+

- 1 the harvester
- 2 the base
- 3 the defenses
- 4 the heavy forces
- 5 the light forces
- 6 the infantry
- 7 the power plant
- 8 the refinery
- 9 the factory
- 0 the barracks

Ctrl+Alt

- 1 Group with
- 2 Move out
- 3 Fall back
- 4 Focus on my target
- 5 Snipers!
- 6 Base infiltrated
- 7 Ready
- 8 Hold position
- 9 Out of the way
- 0 Thanks

There's always the tab key. Tab, control-tab. Avoid shift, because shift means walk slowly. If I'm walking slowly and want to shift to my shotgun, I don't want to suddenly tell my team "Tank incoming".

Thanks, out of the way, snipers could be changed around. Snipers for example could be Admiral Ackbar saying IT'S A TRAP (not really) or how about, "The other route". La la driving into the Nod

base-- oh no, he's not going down the ramp? The other route! Oh look, Nod forces are coming in the main gate. Not a problem. Oh shit, lookit the other side of the base... Defend The other route! Would work for tunnels of course, or normal passages. Your team could figure out what you mean based on where you are. If they're with you and you say it, they know to go the other way.

You wouldn't always need to pair things up. Instead of saying just "move out" to indicate driving to enemy base, you could say "attack" to mean to actually go in there and not wait. Or attack the base defenses, so they know a target.

Seconded. These commands sound much better and actually provide a lot more commands than it looks.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [cmatt42](#) on Wed, 26 Oct 2005 18:31:46 GMT

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Quote:They aren't macros. They will work just like the existing radio commands, when you press that key, everyone on your team will hear the command. I am personally trying to ensure that a team message along the lines of "[Radio] Defend the pedestal!" text will also be sent, for the people who don't have CP2 or whatever the radio command patch will be.

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P.S. If you really want to edit the radio commands on your side only, this is already possible by just dropping a .wav file in your data directory with the proper filename.

Well what I meant was the ability to create your own radio commands without having to run an extra application or use a preexisting command and just use your own sound file. So basically, it's what you are doing, but letting users create their own via an editor.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Blazer](#) on Thu, 27 Oct 2005 00:29:44 GMT

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cmatt42 wrote on Wed, 26 October 2005 14:31Quote:

P.S. If you really want to edit the radio commands on your side only, this is already possible by just dropping a .wav file in your data directory with the proper filename.

Well what I meant was the ability to create your own radio commands without having to run an extra application or use a preexisting command and just use your own sound file. So basically, it's what you are doing, but letting users create their own via an editor.

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only one able to hear it, but there's nothing we can do about that.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [icedog90](#) on Thu, 27 Oct 2005 00:34:40 GMT

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light wrote on Tue, 25 October 2005 04:31 We must have: "Our base is over-mined" (or some equivalent, typing "MINE LIMIT" all the time is perhaps the most annoying)

I second that. Also, I would like to have "Hold your fire!" too.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Deathgod](#) on Thu, 27 Oct 2005 06:28:39 GMT

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Blazer wrote on Wed, 26 October 2005 20:29 cmatt42 wrote on Wed, 26 October 2005

14:31 Quote:

P.S. If you really want to edit the radio commands on your side only, this is already possible by just dropping a .wav file in your data directory with the proper filename.

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You can make a radio pack and release it publically. Didn't you do that with a simpsons sound pack? As long as everyone has the same strings.tdb and .wav files, all the radio commands are the same.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [xpontius](#) on Thu, 27 Oct 2005 07:02:13 GMT

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Lots of good suggestions dealing with tactical gameplay...I have one additional suggestion ... how bout "Vehicle Stolen!" for the people in the front line unaware that a noob has created an ex-friendly and is killing them from the behind while they focus on the front...or so people are aware instead of just "shrugging off" that apc driving jaggedly towards the power plant off in the distance.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Blazer](#) on Thu, 27 Oct 2005 09:05:07 GMT

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Deathgod wrote on Thu, 27 October 2005 02:28Blazer wrote on Wed, 26 October 2005

20:29cmatt42 wrote on Wed, 26 October 2005 14:31Quote:

P.S. If you really want to edit the radio commands on your side only, this is already possible by just dropping a .wav file in your data directory with the proper filename.

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Its pretty silly to think you could make your own radio commands like "OMG Stealthguy!", and distribute it to people, and actually think that everyone in the game has your soundpack installed. Meanwhile you are hitting the key for "OMG Stealthguy!", and everyone else wonders why you are spamming "Attack the Harvester".

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Kytten9](#) on Thu, 27 Oct 2005 10:44:00 GMT

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Blazer wrote on Thu, 27 October 2005 05:05Its pretty silly to think you could make your own radio commands like "OMG Stealthguy!", and distribute it to people, and actually think that everyone in the game has your soundpack installed. Meanwhile you are hitting the key for "OMG Stealthguy!", and everyone else wonders why you are spamming "Attack the Harvester".

lol

I think the most common used (non current cmds)
would be things like

*sniper

*sbh/enemy in base

*attack bar/hand/air/wf

*defend bar/hand/air/wf

*disarm that beacon

*Ped...

It would be handy to have one that warned people a "friendly" tank was stolen...but not essential...

Bearing in mind that we have only 30 keys that could easily be tagged with this. alt 1-0 ctrl 1-0 alt+ctrl 1-0

I'd say the best way to do this is to look through the current cmds, find which ones we use most: affirmative, get out of the vehicle, get in the vehicle etc..and the ones we don't use so much: watch where you're pointing that....etc

Things like fall back and return to base are normally used when a rush is incoming....or you need back up...so you could replace those cmds respectively...

It's gonna be trial and error.

Blazer, those who don't have RG, will they be able to hear what cmds we use when this is done....and if so, take a bunch of commands then and do several files...and have people take their pick....if not...then wont they too hear us spam defend the harvester

(my question mark isn't working on my keyboard...sorry)

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [SuperMidget](#) on Thu, 27 Oct 2005 11:11:20 GMT
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We also need "Left" and "Right" in there somewhere. (EG. Flank left/right, rush inc left/right, turn left/right, etc)

It would prove most usefull ^.^

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [Kytten9](#) on Thu, 27 Oct 2005 12:09:50 GMT
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SuperMidget wrote on Thu, 27 October 2005 07:11We also need "Left" and "Right" in there somewhere. (EG. Flank left/right, rush inc left/right, turn left/right, etc)

It would prove most usefull ^.^

Yeah but left and right is not too useful if you are on City (or a map similar) coz if you say rush inc left (if im looking at the ob with the ref behind me) that means its coming to the Air or PP but it could also mean (if im looking at the ref with the ob behind me) that it is coming to the hand or the

ref

That is why I say inc rush and towards which structure....

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [RTsa](#) on Thu, 27 Oct 2005 13:54:40 GMT
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Ahem...I don't think they'll mess with the existing radio commands as Kytten9 thinks...I understood they'll make whole new commands and keys to them.

Quote:For example, we could use F5-F7, so thats 3 keys, so when used in combination with ALT and CTRL, that would mean we could have 9 added radio commands. Again that is just an example, and is not/probably not the final config.

So no need to replace the current ones

(though, "Watch where you're pointing that!" is pretty useles...well, maybe not if friendly fire is on)

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [terminator 101](#) on Thu, 27 Oct 2005 16:17:28 GMT
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I 100% agree. That command is pretty useless. I never used it and I don't remember anyone ever using it (since at least 95% of servers have FF Off).

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [Weirdo](#) on Thu, 27 Oct 2005 19:22:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sparkmist wrote on Tue, 25 October 2005 09:37My ideas

"Incoming!"
-yeah

"Hold your fire"
-When people in your stealth rush are firing and blowing everyones cover
-When you're trying to havester walk and you team is trying to destroy it

"Situation under control"
-Say a building is under attack and your team is yelling desperately to have it repaired, and you go and repair it, this command kinda stops the panic. eg.
"Building needs repair!" x5

"Negative."

"Situation under control."

"Situation critical"

-Would be really useful for emphasising commands eg.

"Building needs repair!"

"Situation critical!"

"Enemy in our base!"

-yeah

I agree with this guy. Oh and Welcome to the Forums.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [rm5248](#) on Thu, 27 Oct 2005 19:28:38 GMT

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We should just rip the "Situation critical" from Red Alert's briefing where the Allies are attempting to blow up a Soviet reactor.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Blazer](#) on Thu, 27 Oct 2005 19:38:39 GMT

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Kytten9 wrote on Thu, 27 October 2005 06:44

Bearing in mind that we have only 30 keys that could easily be tagged with this. alt 1-0 ctrl 1-0 alt+ctrl 1-0

I'd say the best way to do this is to look through the current cmds, find which ones we use most: affirmative, get out of the vehicle, get in the vehicle etc..and the ones we don't use so much: watch where you're pointing that....etc

We don't plan to remove or replace existing commands, rather we will add new keyhooks for new keys, probably F5-F7, or F9-F12.

Kytten9 wrote on Thu, 27 October 2005 06:44

Blazer, those who don't have RG, will they be able to hear what cmds we use when this is done....and if so, take a bunch of commands then and do several files...and have people take their pick....if not...then wont they too hear us spam defend the harvester

It's won't be an RG-specific patch, it will either be in "Core Patch2", or a standalone release. I believe the plan is for that, besides the hotkey triggering the radio command for you and other players, it will also send a team chat message saying the same thing, like "blazer0x: [Radio]

Disarm that Beacon!". This will ensure that the people who do not have the patch installed get the message, even if its just text instead of the sound.

This also gives me an idea of having a user-defined hot key(s), for sending text message macros. That would be kind of neat, but I think Ren AutoComplete already does that, although a seperate app.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Deathgod](#) on Thu, 27 Oct 2005 20:15:38 GMT

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Blazer wrote on Thu, 27 October 2005 05:05Deathgod wrote on Thu, 27 October 2005 02:28Blazer wrote on Wed, 26 October 2005 20:29cmatt42 wrote on Wed, 26 October 2005 14:31Quote:

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Its pretty silly to think you could make your own radio commands like "OMG Stealthguy!", and distribute it to people, and actually think that everyone in the game has your soundpack installed. Meanwhile you are hitting the key for "OMG Stealthguy!", and everyone else wonders why you are spamming "Attack the Harvester".

It's not silly at all, you have the power to push that with Renguard. Besides, if you make your soundpack a standalone release you deal with the same problems as in the theoretical situation you just posted.

Besides, the whole idea of making a soundpack is that you give it to people you play with so you're all on the same page.

I'm not trying to convince you out of doing what you're doing, I'd love having more radio commands. I'm just pointing out alternatives in case it doesn't happen.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [exnyte](#) on Thu, 27 Oct 2005 22:08:16 GMT

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The difference between BHS's standalone release, and any other standalone release would be the fact that BHS's would still be able to be distributed to all those with RG who chose to allow BHS updates as well as on their website.

Anyone else would just have to post it and hope people download.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [cmatt42](#) on Fri, 28 Oct 2005 02:17:34 GMT

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Blazer wrote on Thu, 27 October 2005 14:38

This also gives me an idea of having a user-defined hot key(s), for sending text message macros. That would be kind of neat, but I think Ren AutoComplete already does that, although a separate app.

I must be very horrible at explaining things, because this is what I was trying to describe. :/

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Blazer](#) on Fri, 28 Oct 2005 12:23:29 GMT

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Deathgod wrote on Thu, 27 October 2005 16:15Blazer wrote on Thu, 27 October 2005 05:05Deathgod wrote on Thu, 27 October 2005 02:28Blazer wrote on Wed, 26 October 2005 20:29cmatt42 wrote on Wed, 26 October 2005 14:31Quote:

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I'm not trying to convince you out of doing what you're doing, I'd love having more radio commands. I'm just pointing out alternatives in case it doesn't happen.

Heh what you say is a bit confusing....on the one hand you talk about custom, player-specific radio commands that you would give to your friends, but then you also say then can be "pushed" with RenGuard.

Making a custom radio command set, lets say that you made your own and redid some of the ones that *you* don't use often, lets say for example you replaced "Watch where you're pointing that!", with a sound of you saying boldly "Disarm that beacon!", and you do the same for some of the other commands.

Now you give this "soundpack" to your friends. Assuming you ONLY play on servers that have ONLY your friends playing, then yes, that would work as you would all hear the same custom sounds. But what happens when you are in some random 40 player server, and you or your buddies are happily spamming your custom commands of "Disarm that beacon!" ,or "STFU Lamer" or whatever you made...meanwhile all the OTHER players hear the real, default sound of "Watch where you're pointing that!", and think you are on crack.

That is why the BHS solution will:

1. Not replace any existing radio commands, rather add new keybindings with new sounds (sounds recorded by the original voice actor, Cliff Hicks).
2. Be released in Core Patch2, and/or a standalone patch.
3. The hotkey will, in addition to triggering the custom radio command for you and anyone else on your team with the patch, send a team chat message similar to "playername: [Radio] Disarm That Beacon!". This will ensure that even people who don't have the patch and thus do not hear the custom radio command, at least see a text version of it in their teamchat.

The BHS solution makes sure that *everyone* gets the enhancement (even people who dont have the patch still see the text), and is completely backwards compatible by not interfering with any of the default existing commands, as many people probably use the ones that most of us consider useless, or maybe they just don't want them changed.

As for it not happening, I wouldn't have made this post if we didn't have all of our ducks in a row so to speak. This isn't a pipe dream, we have been in communication with Devinoch and he has agreed, and the coding part has already been done for the most part (we already have hotkey hook code from the soundtrack player), so all that is left to do is come up with the commands,

Record them with Devinoch, package and distribute. You know, that list I posted in the O.P. In fact I just realized that pretty much everything I have said in this entire thread, is just repeating what I said in the O.P., so I will step away now.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Kytten9](#) on Fri, 28 Oct 2005 13:14:44 GMT

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Blazer wrote on Fri, 28 October 2005 08:23

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Is that as close as you come to being pissed of?

Yes now you explained everything, I understand. pvtschlag had an exe file he did for pdx's Ren servers F5-F9 was to help us type !bind !lock !sell !unlock !unbind...so when we rushed we could

jump out of our apcs hit F7 tank locked...no stealing

So you will just be picking the most common ones. Well then in that case I don't think we need a Thank You cmd...since most people choose to use Affirmative for that!

The other ones look pretty cool. I would definately want Disarm that Beacon tho..

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [matty3k10](#) on Fri, 28 Oct 2005 13:27:22 GMT

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It is possible to use the numpads keys for the new radio commands? If you could that would be great we could get another 30 radio commands .

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Goztow](#) on Fri, 28 Oct 2005 13:50:18 GMT

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matty3k10 wrote on Fri, 28 October 2005 09:27It is possible to use the numpads keys for the new radio commands? If you could that would be great we could get another 30 radio commands . That would work if laptops didn't exist

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Dave Mason](#) on Fri, 28 Oct 2005 13:55:30 GMT

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Sucks to be you.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Fabian](#) on Fri, 28 Oct 2005 15:49:11 GMT

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You can always replace "Watch where you're pointing that!" with "Watch your fire!" or "Hold your fire!" and it would still be applicable for everyone hearing it, CP2 or not.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Kanezor](#) on Fri, 28 Oct 2005 19:37:04 GMT

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SEAL wrote on Fri, 28 October 2005 10:49 You can always replace "Watch where you're pointing that!" with "Watch your fire!" or "Hold your fire!" and it would still be applicable for everyone hearing it, CP2 or not.

No. If they do not have the same sounds installed, you will hear "Watch your fire!" and they will hear "Watch where you're pointing that!"

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [pvtschlag](#) on Fri, 28 Oct 2005 19:50:24 GMT

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Why not just make the hot-keys customizable? So everyone can be happy.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Fabian](#) on Fri, 28 Oct 2005 19:52:22 GMT

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They mean similar things. I said it would be applicable, not the same.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [RTsa](#) on Fri, 28 Oct 2005 21:14:59 GMT

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Why would you want to change it like that...I wonder?

And no...they won't be customizable.

I'm hoping you can make it so the players who don't have the new radio commands can see them. But that shouldn't be too hard? Right?

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [TD](#) on Fri, 28 Oct 2005 21:31:17 GMT

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In my opinion, SHIFT is the best option for now.

SHIFT * 10

SHIFT+ALT * 10

SHIFT+CTRL * 10

SHIFT+CTRL+ALT * 10 (Though this might now work @ all computers)

Fourty new commands... Or Thirty if all three at once is not going to be implemented.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Ma1kel](#) on Fri, 28 Oct 2005 21:36:08 GMT

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Kytten9 wrote on Fri, 28 October 2005 08:14

Is that as close as you come to being pissed of?

Yes now you explained everything, I understand. pvtschlag had an exe file he did for pdx's Ren servers F5-F9 was to help us type !bind !lock !sell !unlock !unbind...so when we rushed we could jump out of our apcs hit F7 tank locked...no stealing

And...? That's serverside, and unless the newer SSAOW or anything standalone is released, it will be way better to do it client-side.

And for god sake, stop quoting everything.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Blazer](#) on Sat, 29 Oct 2005 00:49:13 GMT

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RTsa wrote on Fri, 28 October 2005 17:14

I'm hoping you can make it so the players who don't have the new radio commands can see them. But that shouldn't be too hard? Right?

Please actually read the thread before you reply, or at least the O.P. I'm pretty sure I explained at least twice that people without the patch would still at least see the commands.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [pvtschlag](#) on Sat, 29 Oct 2005 01:52:26 GMT

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Ma1kel wrote on Fri, 28 October 2005 17:36

And...? That's serverside, and unless the newer SSAOW or anything standalone is released, it will be way better to do it client-side.

And for god sake, stop quoting everything.

No, what she is talking about is a small program I made to quickly type out !bind,!lock, and !sell when the corresponding hot-key was pressed.(F5-F9 are the default hot-keys but it is customizable so you can set it to anything you like.) This is why I suggested making the new commands to have customizable hot-keys so that everybody can have them set the most comfortable and effective way for themselves, but also have a default set for those who don't care to change them.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [z310](#) on Sat, 29 Oct 2005 02:55:01 GMT

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"Watch for snipers"
"Requesting backup"
"Hold your fire"
"Situation under control"
"Enemy down"
"Take the field"

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [RTsa](#) on Sat, 29 Oct 2005 13:49:41 GMT

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Blazer wrote on Fri, 28 October 2005 20:49RTsa wrote on Fri, 28 October 2005 17:14
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But that shouldn't be too hard? Right?

Please actually read the thread before you reply, or at least the O.P. I'm pretty sure I explained at least twice that people without the patch would still at least see the commands.

Ah, it's true, now that I read a bit more. You've indeed said you're trying to make this happen. Though, it wasn't in your initial post. Or the first page.

Looking forward to this

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [omega79](#) on Sat, 29 Oct 2005 13:53:09 GMT

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i would like to have a "Thank you" or something like that ... think its stupid to say "affirmative" if someone repaired your tank or supported you in an other way

and i guess a "Hi" and a "bye" would be cool, its used in ET and somehow cool ... not really needed but a nice extra imho

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [flyingfox](#) on Wed, 02 Nov 2005 03:45:39 GMT

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it would be stupid to have a command saying thank you as well.

IMO the extra radio commands should mostly be the stuff from single player, like "Requesting

backup" and "Watch for snipers" which can be done without Cliff Hicks of course because they are in the always.dat. The other stuff people are suggesting are mostly created needs because of common tactics people use like "disarm the beacon" which really shouldn't go in there because there is already an announcement every time a beacon is placed, and it says "nuclear strike beacon deployed" which if you get the idea that multiplayer Ren is still a war game, is much more fitting. for example, there should never be a radio command saying something like "incoming flame tanks" whereas something like "enemy vehicles spotted", "enemy vehicles closing in" or "enemy presence in base" are far more appropriate because they apply to anything seen, seen closing in or inside the base.

i saw you should at least add watch for snipers and requesting backup from the always.dat as they will be useful.

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [Kytten9](#) on Wed, 02 Nov 2005 08:55:20 GMT
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flyingfox wrote on Tue, 01 November 2005 22:45it would be stupid to have a command saying thank you as well.

IMO the extra radio commands should mostly be the stuff from single player, like "Requesting backup" and "Watch for snipers" which can be done without Cliff Hicks of course because they are in the always.dat. The other stuff people are suggesting are mostly created needs because of common tactics people use like "disarm the beacon" which really shouldn't go in there because there is already an announcement every time a beacon is placed, and it says "nuclear strike beacon deployed" which if you get the idea that multiplayer Ren is still a war game, is much more fitting. for example, there should never be a radio command saying something like "incoming flame tanks" whereas something like "enemy vehicles spotted", "enemy vehicles closing in" or "enemy presence in base" are far more appropriate because they apply to anything seen, seen closing in or inside the base.

i saw you should at least add watch for snipers and requesting backup from the always.dat as they will be useful.

Ya but fox, the "disarm that beacon" could be used for example....5 Techs on the hand of nod. It takes 2 techs to disarm, so you say Disarm that beacon and some of the techs immediately leave to go do it. Also things like "pedastal" would be useful. "Cloaked enemy detected" (which is a sentance out of planetside...but i've been playing it too much) Incoming Enemy Assault (rush!) Incoming Enemy APC stuff like that....that people stop in the field or base to type, would be easier to SAY, That's why BHS is doing this.

It makes the game easier, funner and have more vairation. But I totally agree with you that "Thank You" isnt a good idea.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [RTsa](#) on Thu, 23 Feb 2006 20:17:58 GMT

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I wonder what happened to this project. Blazer?

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Blazer](#) on Thu, 23 Feb 2006 23:59:40 GMT

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It's still in the works. In fact your post reminded me to respond to an email from Wally Wingert (the voice of Havoc). I imagine that things like this will be worked on more once RG 1.04 is released and the BHS team gets "bored"

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Kytten9](#) on Fri, 24 Feb 2006 01:12:08 GMT

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Blazer wrote on Thu, 23 February 2006 18:59It's still in the works. In fact your post reminded me to respond to an email from Wally Wingert (the voice of Havoc). I imagine that things like this will be worked on more once RG 1.04 is released and the BHS team gets "bored"

Bored? You make it sound almost easy!

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Blazer](#) on Fri, 24 Feb 2006 09:47:50 GMT

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Well I heard back from Wally, and long story short he says that he must charge a minimal fee for doing any voice work, or else people would be having him do it 7 days a week. Fortunately his minimum isn't too bad (compared to Joe Kucan). Maybe we can have a fundraiser heh.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Kytten9](#) on Fri, 24 Feb 2006 16:17:51 GMT

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Blazer wrote on Fri, 24 February 2006 04:47Well I heard back from Wally, and long story short he says that he must charge a minimal fee for doing any voice work, or else people would be having him do it 7 days a week. Fortunately his minimum isn't too bad (compared to Joe Kucan). Maybe we can have a fundraiser heh.

Would it be outta line to ask how much? Maybe people could then volunteer to donate if they want these features on Renegade I am sure some people would. Would donations go to the same place? Give us an address Blazer. cmon you should know the score by now

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Blazer](#) on Sat, 25 Feb 2006 12:36:06 GMT

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He went as low as he could go... \$100. If anyone wants to donate they can send them to the normal donation address, but of course please indicate that you are donating for the radio commands project.

I'm just glad that we can afford him...the guy who does Kane's voice wanted over \$2,000 just to utter a single word!

Just to show that I'm serious, here's the entire email exchange I had with him:

email threadSubject: Re: Voice acting opportunity

Date: Thu, 23 Feb 2006 21:34:17 -0800 (PST)

From: Wally Wingert <*@*.com>

To: Charles Jones <*@cisco.com>

How would \$100 sound? That includes all of the liners, plus use of my recording facility, etc. All you'd need to do is to drop them into your project.

Charles Jones <*@cisco.com> wrote:

Wally,

I completely understand that you have to charge a fee. It's great that you have recording equipment in-house, that makes things easier for both of us. As for the pricing, how do you determine the fee...in other words, do you charge "by the job", "by the word", total recording time, or some fuzzy combination of all of those?

If you can let me know a price range, I can try to put together a fund-raiser and see if I can get some donations from community members.

-Charles

Wally Wingert wrote:

> Hi Charles...

>

> Recording professional voice tracks isn't a problem. I do it from home all the time to send to my agent and various clients that I do voice-over for.

>
> But I'd like to do a really great job for you. How much do you think you might be able to come up with for something like this? I get requests all the time to record tracks for stuff like this, so I've had to get in the habit of charging some sort of fee, otherwise I'd be doing free voice tracks all the time. I'd love to be able to do it for free, but I'm sure you understand.
>
> So if you can tell me what your members might be able to come up with, I'm sure we can work something out.

>
> Charles Jones <*@cisco.com> wrote:
>
> Wally,
>
> Thanks for replying, and my apologies for my slow response, I got slammed with work and just now coming up for air. To answer your question honestly, "as little as possible".
>
> I realize that's probably not what you wanted to hear, and I am aware that we may simply not be able to afford your time. BHS is a non-profit org, as such the founding members pretty much pay for all of our expenses out of their own pockets.
>
> So while I'm sure we cannot offer whatever your usual rate is for voice acting, I can reduce the time and effort on your part to a bare minimum. Since the in-game radio commands are relatively low quality (they may not have been originally recorded that way, but they have been processed to have the static low quality sound of a two-way radio transmission), the recording does not have to be studio-quality.
>
> This means that recording the samples could be as easy as us shipping you a small digital recorder (with prepaid return shipping), that you could record samples on at your leisure and drop in the mail to send back, or even provide you with a 1-800 voicemailbox that you could call up and say the few phrases we need
>
> Please let me know what you think about this. I know this is probably one of the strangest requests you have ever gotten. C&C:Renegade now has a pretty much cult following, with very dedicated fans who would be thrilled to have some added content with the one and only voice of Havoc.
>
> -Charles

> Wally Wingert wrote:
>
>> Sounds great! What would be in your budget for something like this?

>> Charles Jones <*@cisco.com> wrote:
>>
>> Wally,
>>

>> My name is Charles Jones, and I am one of the founders of "Blackhand
>> Studios" (<http://www.blackhand-studios.org/>). I am contacting you
>> about doing some voiceover work. BHS is a non-profit organization
>> created by leading members of the Command & Conquer: Renegade community.
>> BHS's goal is to support the legacy C&C games, with our main focus being
>> C&C:Renegade.

>>
>> Our efforts are partially supported by Electronic Arts. No monetary
>> support, but they know what our group is doing and have given us
>> administrative responsibilities on some of the Renegade-specific gaming
>> network.

>>
>> Some things BHS has done:
>> 1. Been officially given the old Westwood C&C:Renegade forums. BHS now
>> owns and hosts them at <http://www.renegadeforums.com>
>> 2. Created, hosts, and maintains "RenGuard", a complex anti-cheat system
>> for C&C:Renegade. (<http://www.renguard.com>).
>> 3. Has administrative privileges on "XWIS", which is the replacement for
>> "WOL" (Westwood Online) - the network that C&C users connect to for
>> multiplayer gaming.
>> 4. Created and released several patches to C&C:Renegade. The patches
>> include bug fixes and enhancements.

>>
>> I could go on, but I think I have shown you enough to demonstrate that
>> BHS is currently supporting this game. The reason I am contacting you
>> is that, besides bug fixing, we also have several enhancements that we
>> would like to add to the game. One of the enhancements on our whiteboard
>> is adding more radio commands and voice queues.

>>
>> BHS has already been in contact with Cliff Hicks a.k.a. "Devinoch", who
>> did the voice work for the existing radio commands. Cliff has generously
>> volunteered to record more voice commands for us free of charge (as long
>> as it was on his time schedule). We have also been in contact with Joe
>> Kucan (the voice of "Kane"), who sadly only quotes us a very high price
>> for voice work, so we will not be able to include samples from him.

>>
>> BHS would very much like to be able to include some new voice samples
>> from you. Every C&C fan knows and loves Havoc, in fact the game
>> C&C:Renegade is based upon the Havoc character.

>>
>> Please let me know if you would be willing to record some voice samples
>> for us to include in our next core patch release. The time involved for
>> you should be minimal, as we only require a few phrases. Since we are a
>> non-profit organization (we are basically just a few technominded fans)
>> we probably cannot afford to pay whatever your rate is for standard
>> voice acting. We are hopeful that since we only need a phrase or two,
>> and can provide the recording studio (which could be as simple as a
>> laptop + microphone) that you would be willing to bless the C&C fans

>> with your distinctive voice. If payment is absolutely necessary for
>> legal reasons, we (BHS) could attempt to privately fund your time.
>>
>> Sorry for the long email. This project is pretty much a grass-roots
>> project, and I wanted to fully explain who we are and why we are
>> contacting you. I look forward to your reply.
>>
>> -Charles
>>
>> Charles Jones
>> Director, Blackhand Studios LLC

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [Dave Mason](#) on Sat, 25 Feb 2006 13:27:58 GMT
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He sounds like a nice guy

Good job anyway Blazer. I've been looking for my bank card for a while now, if by fluke chance I ever manage to find it I'll donate what I can.

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [Naamloos](#) on Sat, 25 Feb 2006 15:42:21 GMT
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Quote:We have also been in contact with Joe Kucan (the voice of "Kane"), who sadly only quotes us a very high price for voice work, so we will not be able to include samples from him.

I wasn't really expecting he would ask that much for the game that made his name

-10 respect for him.

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [Goztow](#) on Sat, 25 Feb 2006 16:09:00 GMT
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Put it on the MOTD of Renguard, I'm sure some people will donate .

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [JeepRubi](#) on Sat, 25 Feb 2006 16:53:54 GMT
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Id dontate if i had any moey.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Mad Ivan](#) on Sat, 25 Feb 2006 22:32:08 GMT

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Blazer wrote on Sat, 25 February 2006 07:36

I'm just glad that we can afford him...the guy who does Kane's voice wanted over \$2,000 just to utter a single word!

Vigures, Joe Kucan is a profesional actor.Not just voice, but Movies as well.

He is also a director and a "script-editing-guy" (no, not a writer, dont remember the word) so it makes sense...

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Kytten9](#) on Sun, 26 Feb 2006 23:27:35 GMT

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\$100 omg that isn't alot of money at all! (To me anyway -nice to have a powerful currency-) I will donate what I can when It is daylight here and my baby isn't asleep. (can't find my card) If you guys get more than the \$100 he is asking for in donations that are dedicated to that task...would you give it to him as a thank you or put it into the servers and RG abit more? I am really nosey sorry!

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Blazer](#) on Mon, 27 Feb 2006 06:41:32 GMT

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Thanks! Any donations that go over \$100 will either be applied to the RG network, or sweeten the pot for Wally

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Blazer](#) on Tue, 28 Feb 2006 21:47:27 GMT

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Things that go BUMP in the night

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [terminator 101](#) on Tue, 28 Feb 2006 23:16:07 GMT

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Why don't you just make this sticky? That way, you don't have to bump it.

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [JeepRubi](#) on Wed, 01 Mar 2006 00:13:27 GMT

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I know I dont look at stickys.

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [terminator 101](#) on Wed, 01 Mar 2006 22:43:39 GMT

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Question: Why can't BHS record their own voices? I am sure 80% of people who play Renegade do not care about how the commands sound.

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [Kytten9](#) on Thu, 02 Mar 2006 12:27:10 GMT

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OK I sent \$30. That's just under a third so at least you guys are on your way now. Hope it helps and lemme know how it goes Blazer!

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [Crimson](#) on Thu, 02 Mar 2006 17:52:47 GMT

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Great! Thanks!

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [pirkel123](#) on Fri, 03 Mar 2006 04:42:21 GMT

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Guys... look at everything he has done..

http://www.wallyontheweb.com/home_new.html

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Goztow](#) on Fri, 03 Mar 2006 09:32:47 GMT

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OMG this guy is a legend! Believe me: 100 \$ is 'nothing' to get this guy...

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Blazer](#) on Fri, 03 Mar 2006 15:58:52 GMT

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Terminator 101 wrote on Wed, 01 March 2006 17:43 Question: Why can't BHS record their own voices? I am sure 80% of people who play Renegade do not care about how the commands sound.

So you fail to see the coolness of having custom voice samples by the original Havoc? You would rather have the unfamiliar voice of random people that you don't recognize?

Okay... *goes to the ghetto and grabs a random person off the sidewalk"

"Yo bizzatch! Y'all just busted up into a RenGuard protected servah... Word!"

"Defind the hizzouse muthafuckah!"

"I need repairs bitch!"

"Disarm that fuckin beacon homey!!!"

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [PackHunter](#) on Fri, 03 Mar 2006 16:15:10 GMT

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rofl that would be c00l!

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [WNxCABAL](#) on Fri, 03 Mar 2006 19:39:38 GMT

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ROFL!

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [RTsa](#) on Fri, 03 Mar 2006 20:11:56 GMT

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We want that! Get that guy to record the voices!

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [terminator 101](#) on Sat, 04 Mar 2006 16:44:04 GMT

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Blazer wrote on Fri, 03 March 2006 10:58 So you fail to see the coolness of having custom voice samples by the original Havoc?

No. I know that the voice of havoc would sound cool, but it costs, and it is taking long time to implement.

Quote: You would rather have the unfamiliar voice of random people that you don't recognize?

No, but if it is taking so long and there are problems with it, then it would be much easier to use any voice that is available.

This is just my opinion.

Why complicate things, when there is no need for complexity? But if you can pull this off, then by all means do it.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [JPNOD](#) on Sat, 04 Mar 2006 19:19:42 GMT

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Blazer wrote on Fri, 03 March 2006 10:58 Terminator 101 wrote on Wed, 01 March 2006 17:43 Question: Why can't BHS record their own voices? I am sure 80% of people who play Renegade do not care about how the commands sound.

So you fail to see the coolness of having custom voice samples by the original Havoc? You would rather have the unfamiliar voice of random people that you don't recognize?

Okay... *goes to the ghetto and grabs a random person off the sidewalk"

"Yo bizzatch! Y'all just busted up into a RenGuard protected servah... Word!"

"Defind the hizzouse muthafuckah!"

"I need repairs bitch!"

"Disarm that fuckin beacon homey!!!"

lol

I would love to see my Renegade pimped in that way

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Goztow](#) on Sat, 04 Nov 2006 10:59:11 GMT

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Sorry but this topic earns a big BUMP. Any news?

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Zion](#) on Sat, 04 Nov 2006 14:31:59 GMT

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Who's recording the master tracks? Will it be Frank?

I'm available if you have no-one to do it.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [danpaul88](#) on Sat, 04 Nov 2006 15:54:05 GMT

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Should do a set of commands for new players

Defend the thing with the smoke stack!

Repair the console thing inside the building!

Watch out for the big tower shooting people!

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Dave Anderson](#) on Sat, 04 Nov 2006 16:01:00 GMT

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n00b: "What is a console?"

n00b: "Which building?"

n00b: "Big tower???"

...lol.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [BlueThen](#) on Sat, 04 Nov 2006 16:25:17 GMT

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My favorite one would be...

"ARHHGGG!!!!"

and maybe

"AH!!! AAAAAHHHH!!!!"

and maybe more pointless ones...

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Herr](#) on Sat, 04 Nov 2006 18:25:34 GMT

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I'd like to see some commands affecting nukes/ions. stuff like 'sniper spotted' is pretty useless, also 'cheater detected' would be spammed like hell since recently everyone thinks everybody cheats.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [IronWarrior](#) on Sat, 04 Nov 2006 18:42:38 GMT

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Search and Cleave the Area.

Keep a look out for enemy actively.

Enemy Rush incoming, get into defenceisve postions!

Target and Destroy their tanks only!

Am in the Lead, fellow me!

This one must be added at all costs.

Work as a team!

Alot of players want a Sniper Spotted! but is there anyway, to make it also say Sniper Spotted "at wall", "at tunnel" "Right side", Left side etc.. the 2ed part of the emssage would play if you look in that area

So if you looking at the hand of nod.. and you use sniper spotted, it would go sniper spotted at hand of nod, where if you looking at tunnel, it go Sniper spotted at tunnel

O.O?

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Goztow](#) on Sat, 04 Nov 2006 20:55:13 GMT

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I didn't really want new suggestions, I wanted to know what happened to this idea since posted at the start of this year.

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [danpaul88](#) on Sat, 04 Nov 2006 20:57:29 GMT
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well... it looks to me like it could be headed the same way as renhawk...

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [Crimson](#) on Sat, 04 Nov 2006 21:24:51 GMT
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Not. It's just been temporarily re-prioritized.

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [Goztow](#) on Fri, 27 Apr 2007 13:19:31 GMT
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Crimson wrote on Sat, 04 November 2006 22:24Not. It's just been temporarily re-prioritized.
RG released: check.
Ladder ok: check.
New (additional) radio commands: BUMP.

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [MexPirate](#) on Fri, 27 Apr 2007 16:28:26 GMT
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simple left and right commands, to be used in conjunction with others would be invaluable on maps like city and hourglass. ie, "defend the base" "left side"

Subject: Re: New (additional) Radio Commands! Submit Yours!
Posted by [cmatt42](#) on Fri, 27 Apr 2007 19:36:26 GMT
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No. "Left" and "right" fail. Your left could be someone else's right, therefore the compass directions would be a much better solution.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [nopol10](#) on Sat, 28 Apr 2007 09:28:23 GMT

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cmatt42 wrote on Sat, 28 April 2007 03:36No. "Left" and "right" fail. Your left could be someone else's right, therefore the compass directions would be a much better solution.

Not quite true, as said in the post above, players familiar with the map will know the reference point.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [MexPirate](#) on Sat, 28 Apr 2007 12:54:05 GMT

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I suppose it does take a basic level of intelligence some people are incapable of - If I were to ask you which end was the front or back of the base on city/hourglass I would hope you could manage the answer, extrapolate from that which side is left and right and it's job done really.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [cmatt42](#) on Sat, 28 Apr 2007 13:22:19 GMT

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The compass directions are the best solution. There are no reference points - it's absolute.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [JohnDoe](#) on Sat, 28 Apr 2007 17:10:59 GMT

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sparkling wiggles

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [MexPirate](#) on Sat, 28 Apr 2007 17:13:04 GMT

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JohnDoe wrote on Sat, 28 April 2007 12:10sparkling wiggles

hahaha

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Dreganius](#) on Mon, 30 Apr 2007 07:03:50 GMT

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"They're Everywhere!!!"

this would indicate that

#1, you're screwed

#2, Ambush

#3, incoming rush

#4, All of the above

"Read the Rules n00b!"

Stop n00bs and retarded people from hill-camping illegally (for lack of a better word)

"I BOUGHT IT, IT'S MINE!"/"Did you hear a 'Keep em coming!'?"

Helps get your teamstolen tank back... maybe...

"I'm buying tanks, take them!"

yeah, self explanatory, pre-rush command.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Goztow](#) on Mon, 30 Apr 2007 09:30:38 GMT

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I just wanted confirmation that this is still being looked after. Not even more suggestions .

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Renx](#) on Mon, 30 Apr 2007 10:35:44 GMT

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I can't see this being too high on the list.

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Sir Kane](#) on Mon, 30 Apr 2007 11:19:37 GMT

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lol!

Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Dreganius](#) on Wed, 02 May 2007 08:36:26 GMT

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important bump.
