Subject: how do people do this?
Posted by futura83 on Sat, 02 Sep 2006 15:36:04 GMT
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basically, i was ingame, and someone typed in a message with a // before it.

when they submitted this message, a char spoke it.

how do they do this?

Subject: Re: how do people do this?
Posted by jnz on Sat, 02 Sep 2006 15:45:08 GMT
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it is serversided defenetly, maby somthing like ctrl+letters? somthing like that.

Subject: Re: how do people do this?
Posted by Caveman on Sat, 02 Sep 2006 15:56:13 GMT
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help-linux wrote on Sat, 02 September 2006 10:45it is serversided defenetly, maby somthing like ctrl+letters? somthing like that.

It's also a client side OBJECTS.DDB so you wont beable to use RenGuard with it. I'll get back to you on the link.

Subject: Re: how do people do this?
Posted by Zion on Sat, 02 Sep 2006 17:06:48 GMT
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Radio Command Modifiers.

They are not serversided, they are clientsided objects.ddb files.
Many people class then as "cheating" since they are objects files, but some do not contain any cheats of any kind.

Subject: Re: how do people do this?
Posted by LR01 on Sat, 02 Sep 2006 17:41:08 GMT
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the17doctor wrote on Sat, 02 September 2006 17:36basically, i was ingame, and someone typed in a message with a // before it.

---

when they submitted this message, a char spoke it.

how do they do this?

Yes, it are the dialogs from the SP, doesn't the bot does this by a command?

Subject: Re: how do people do this?
Posted by aaaalex06 on Sat, 02 Sep 2006 18:18:30 GMT
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Simple Radio commands, i can make them llol

I still need to remember what is what tho, its alot of fun ^^

Subject: Re: how do people do this?
Posted by Goztow on Mon, 04 Sep 2006 06:49:20 GMT
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aaaalex06 wrote on Sat, 02 September 2006 20:18Simple Radio commands, i can make them llol

I still need to remember what is what tho, its alot of fun ^^

A lot of fun? It's annoying like hell!

Subject: Re: how do people do this?
Posted by futura83 on Mon, 04 Sep 2006 16:45:56 GMT
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how exactly do i add it so that typing something will make everyone hear it?(yes, i know it has to be in always.dat)

Subject: Re: how do people do this?
Posted by jnz on Mon, 04 Sep 2006 17:24:13 GMT
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i dont get it though, is if it not serversided how does it send the sound to the sever so everybody can here it. the snda is admin only.

---

i still stand by what i said untill proven wrong

Subject: Re: how do people do this?
Posted by futura83 on Mon, 04 Sep 2006 17:27:52 GMT
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think of it being client side like cheats are; if one person has bighead on, and shoots someone in the part of the head which had been expanded with a sniper, they will still die, even though to the person being killed, they havnt been hit.

Subject: Re: how do people do this?
Posted by jnz on Mon, 04 Sep 2006 19:22:07 GMT
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that is because the client sends to the server when your char has killed it.

Subject: Re: how do people do this?
Posted by Zion on Mon, 04 Sep 2006 19:35:32 GMT
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If you think it's serversided, then you must think radio commands (the CRTL, ALT and CTRL+ALT +# ones) are serversided?

Radio commands are not serverside, they're sent through packets which clients send to the server and vice versa and they're not "snda" commands, since the original westwood scripts don't have the "snda" script in them.

You can edit them in Commando Level Edit under the "Global Settings" branch. Under that branch you can edit the announcements that buildings call when damaged/destroyed.

So, as you see, they're not serverside, they're clientside.

Subject: Re: how do people do this?
Posted by futura83 on Mon, 04 Sep 2006 19:41:07 GMT
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which part do i change for the sounds?

what the link path would be for sounds in the always.dat?

Subject: Re: how do people do this?
Posted by Zion on Mon, 04 Sep 2006 19:43:12 GMT
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None, the sounds are in strings.tdb.

Subject: Re: how do people do this?
Posted by futura83 on Mon, 04 Sep 2006 19:44:11 GMT
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oh.

how do i change them to ones from SP mode?

Subject: Re: how do people do this?
Posted by Zion on Mon, 04 Sep 2006 19:46:13 GMT
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When you open the window, hit the small button in the text boxes and choose a string.

Some strings don't work, or only work at the 0.0.0 position.

Tutorial thanks to www.renhelp.net

Subject: Re: how do people do this?
Posted by futura83 on Mon, 04 Sep 2006 20:27:54 GMT
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that dosnt affect sound and only changes the word at the top.

how can i add sound to it?

Subject: Re: how do people do this?
Posted by cmatt42 on Mon, 04 Sep 2006 20:58:39 GMT
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Merovingian wrote on Mon, 04 September 2006 14:35If you think it's serversided, then you must think radio commands (the CRTL, ALT and CTRL+ALT +# ones) are serversided?

Radio commands are not serverside, they're sent through packets which clients send to the server and vice versa and they're not "snda" commands, since the original westwood scripts don't have the "snda" script in them.

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So, as you see, they're not serverside, they're clientside.
When I type //somesoundthingyhere I hear nothing. It's only in certain servers, therefore it must be server side.

Subject: Re: how do people do this?
Posted by jnz on Mon, 04 Sep 2006 21:03:53 GMT
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cmatt42 wrote on Mon, 04 September 2006 21:58Merovingian wrote on Mon, 04 September 2006 14:35If you think it's serversided, then you must think radio commands (the CRTL, ALT and CTRL+ALT +# ones) are serversided?

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So, as you see, they're not serverside, they're clientside.
When I type //somesoundthingyhere I hear nothing. It's only in certain servers, therefore it must be server side.

Thank you!

i know it is otherwise how does the server know to send the sound to everybody?

the server knows what keys you press, the *TEXT* is client side the the sound isn't

---

Subject: Re: how do people do this?
Posted by Dethdeath on Mon, 04 Sep 2006 21:13:41 GMT
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http://www.renegadeforums.com/index.php?t=msg&goto=10957 1

Subject: Re: how do people do this?
Posted by IronWarrior on Tue, 05 Sep 2006 02:50:14 GMT

When HyperAOW was still online, we added alot of the sp sounds and convos and added small text commands to them for people to use in chat.

It was alot of fun and really useful.

I was just making a new list of sounds for both teams to use where each team had its own sounds and only they could use it and hear it, but never completed it in time.

That was server sided of cause.

Subject: Re: how do people do this?
Posted by Zion on Tue, 05 Sep 2006 14:58:35 GMT

cmatt42 wrote on Mon, 04 September 2006 15:58Merovingian wrote on Mon, 04 September 2006 14:35If you think it's serversided, then you must think radio commands (the CRTL, ALT and CTRL+ALT +# ones) are serversided?

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You can edit them in Commando Level Edit under the "Global Settings" branch. Under that branch you can edit the announcements that buildings call when damaged/destroyed.

So, as you see, they're not serverside, they're clientside.
When I type //somesoundthingyhere I hear nothing. It's only in certain servers, therefore it must be server side.

That's typing it, you do not type Radio Commands, you press buttons for radio commands.

Some servers listen to text lines and play a "snda" sound to all (the line "toy" for example playes a sound to all players) but this is not radio commands!

You cannot type the lines players use with the "//" infront since it will just not work. Radio commands are sent from the client to the server, and the server sends to everyone else.
They're not "snda" commands!

Subject: Re: how do people do this?
Posted by futura83 on Tue, 05 Sep 2006 15:04:27 GMT

i tried a couple from the 'gen'section of strings and the sound didnt play, but the text would show up.(i did use radio commands: ctrl+1 and ctrl+2 to be precise)

Subject: Re: how do people do this?
Posted by Zion on Tue, 05 Sep 2006 15:07:01 GMT
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Isn't the "gen" part of the WWUI text?

Subject: Re: how do people do this?
Posted by Zion on Tue, 05 Sep 2006 15:17:53 GMT
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Here's my personal one to show exactly what i mean.

You can redistribute it but remember who made it.

Place the file in the data folder, after playing two games in a server (to bypass the 0 bug).

```
File Attachments
1) objects.zip, downloaded 146 times
```

Subject: Re: how do people do this?
Posted by futura83 on Tue, 05 Sep 2006 16:55:30 GMT
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thanks