Subject: Radio Command W3D Files
Posted by Nightma12 on Mon, 11 Sep 2006 17:47:09 GMT

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heya!

does anybody know the W3D files of the icons that appear above the head when you use a radio command?

also, im currently compiling a list of shortcuts that you would type

jonwil, once i have the list compiled, would it be possible to block the commands from showing up in teamchat and only the accually text sent by the tmsg command will show for scripts 3.0?

heres what i have so far... of course i still need to get more!

Quote:bref = Beacon At The Refinary!
bsilo = Beacon At The Tiberium Silo!
bhon = Beacon At The Hand Of NOD!
bair = Beacon At The Airstrip!
bbar = Beacon At The Infatry Barracks!
bwep = Beacon At The Weapons Factory!
bcon = Beacon At The Construction Yard!
brep = Beacon At The Repair Facility!
bped = Beacon At The Pedestal!
bagt = Beacon At The Advanced Guard Tower!
bob = Beacon At The Obelisk!
bdis = Disarm That Beacon!

mbase = Mine The Base!
mlimit! = The Mine Limit Has Been Reached!
mref = MineThe Refinary!
mhon = Mine The Hand Of NOD!
mair = Mine The Airstrip!
mbar = Mine The Infantry Barracks!
mwep = Mine The Weapons Factory!
mcon = Mine The Construction Yard!
mob = Mine The Obelisk!
magt = Mine The Advanced Guard Tower!
mped = Mine The Pedestal!

tfield = Take The Field!
bharv = Block The Harvester!
wharv = Walk The Harvester!
iwharv = Im Going To Walk The Harvester!

deftun = Defend The Tunnels!

if needbe, then perhaps we could make these something like @mped, or 'mped so that you wont type the shortcut when your accually typeing a message

---

Subject: Re: Radio Command W3D Files
Posted by Zion on Mon, 11 Sep 2006 17:56:28 GMT
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Quote:
wharv = Walk The Harvester!
iwharv = Im Going To Walk The Harvester!

You do know that most servers do not allow harvester waking and they have it as a rule.

Subject: Re: Radio Command W3D Files
Posted by jnz on Mon, 11 Sep 2006 18:03:25 GMT
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hope this helps: i got the idea to look in level edit from the17doctor

CTRL+1 = objects\emoticons\o_em_cross.w3d
CTRL+2 = objects\emoticons\o_em_apc.w3d
CTRL+3 = objects\emoticons\o_em_apc.w3d
CTRL+4 = objects\emoticons\o_em_apc.w3d
CTRL+5 = objects\emoticons\o_em_redarr.w3d
CTRL+6 = objects\emoticons\o_em_redarr.w3d
CTRL+7 = objects\emoticons\o_em_grnarr.w3d
CTRL+8 = objects\emoticons\o_em_redarr.w3d
CTRL+9 = objects\emoticons\o_em_grnarr.w3d
CTRL+0 = objects\emoticons\o_em_redarr.w3d

ALT+1 = objects\emoticons\o_em_cross.w3d
ALT+2 = objects\emoticons\o_em_chevron.w3d
ALT+3 = objects\emoticons\o_em_chevron.w3d
ALT+4 = objects\emoticons\o_em_chevron.w3d
ALT+5 = objects\emoticons\o_em_chevron.w3d
ALT+6 = objects\emoticons\o_em_chevron.w3d
ALT+7 = objects\emoticons\o_em_chevron.w3d
ALT+8 = objects\emoticons\o_em_chevron.w3d
ALT+9 = objects\emoticons\o_em_chevron.w3d
ALT+0 = objects\emoticons\o_em_chevron.w3d

CTRL+ALT+1 = objects\emoticons\o_em_building.w3d

CTRL+ALT+2 = objects\emoticons\o_em_apc.w3d
CTRL+ALT+3 = objects\emoticons\o_em_building.w3d
CTRL+ALT+4 = objects\emoticons\o_em_building.w3d
CTRL+ALT+5 = objects\emoticons\o_em_building.w3d
CTRL+ALT+6 = objects\emoticons\o_em_building.w3d
CTRL+ALT+7 = objects\emoticons\o_em_apc.w3d
CTRL+ALT+8 = objects\emoticons\o_em_building.w3d
CTRL+ALT+9 = objects\emoticons\o_em_building.w3d
CTRL+ALT+0 = objects\emoticons\o_em_building.w3d

Subject: Re: Radio Command W3D Files
Posted by EvilWhiteDragon on Mon, 11 Sep 2006 18:05:22 GMT
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LOL, we have that list (a bit different though) for maybe a year now, as autocomplete
basicly what it does is the following , when you type "repwf" (without the "") when send to the
server, it will change it to "Repair the Weapons Factory" and you wont see the repwf message

---

Subject: Re: Radio Command W3D Files
Posted by jnz on Mon, 11 Sep 2006 18:19:26 GMT
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me and nightma are trying to do it without editing scripts.dll

---

Subject: Re: Radio Command W3D Files
Posted by Nightma12 on Mon, 11 Sep 2006 18:19:46 GMT
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Merovingian wrote on Mon, 11 September 2006 12:56Quote:
wharv = Walk The Harvester!
iwharv = Im Going To Walk The Harvester!

You do know that most servers do not allow harvester waking and they have it as a rule.

i personally think thats a retarded rule as it requeires skill... and i allow it on mine but thats just
me ^.^

Quote:LOL, we have that list (a bit different though) for maybe a year now, as autocomplete
basicly what it does is the following , when you type "repwf" (without the "") when send to the
server, it will change it to "Repair the Weapons Factory" and you wont see the repwf message

yes, i know its possible could u post a list of yours? so we could perhaps make a standard to

make it easier for jonwil to block them from showing up ingame?

```
;===================================================================
======
; Autoreplace section
;--------------------------------------------------------------------------


[AutoReplace]
repwf=Repair the Weapons Factory!
repagt=Repair the Advanced Guard Tower!
repref=Repair the Refinery!
reppp=Repair the Powerplant!
repob=Repair the Obelisk of light!
srush=Stealthtank rush!
frush=Flametank rush!
mrush=Medium tank rush!
srush?=Stealthtank rush?
frush?=Flametank rush?
mrush?=Medium tank rush?


reptur=Repair the turrets!
repltur=Repair the left turret!
reprtur=Repair the right turret!
repbar=Repair the Barracks!
rephon=Repair the Hand of Nod!
repstrip=Repair the Airstrip!
repharv=Repair the Harvester!
reptanks=We need engineer support for our tanks!

attbase=Attack the enemy base!
attbar=Attack the Barracks!
atthon=Attack the Hand of Nod!
attwf=Attack the Weapons Factory!
attair=Attack the Airstrip!

defdef=Defend the base defenses!
defagt=Defend the Advanced Guard Tower!
defob=Defend the Obelisk!
defbar=Defend the Barracks!
defhon=Defend the Hand of Nod!
```

---

defwf=Defend the Weapons Factory!
defair=Defend the Airstrip!

sniptbunk=Enemy sniper in their bunker!
snipobunk=Enemy sniper in our bunker!
snipuptop=Enemy sniper up the top!
snipridge=Enemy sniper on the ridge!
snipbridge=Enemy sniper on the bridge!
snipfield=Enemy sniper on the battlefield!
snipbase=Enemy sniper in our base!
snipdead=The enemy sniper is dead.
snipneed=We need some snipers!
snipwhere=There is a sniper somewhere.

ionob=The ion beacon is at the Obelisk!
ionref=The ion beacon is at the Refinery!
ionpp=The ion beacon is at the Power Plant!
ionhand=The ion beacon is at the Hand of Nod!
ionstrip=The ion beacon is at the Airstrip!
ionped=The ion beacon is on the pedestal!
iontun=The ion beacon is in the tunnels.
ionnot=The ion beacon is not in our base.

nukeagt=The nuke beacon is at the Advanced Guard Tower!
nukeref=The nuke beacon is at the Refinery!
nukepp=The nuke beacon is at the Power Plant!
nukebar=The nuke beacon is at the Barracks!
nukefact=The nuke beacon is at the Weapons Factory!
nukeped=The nuke beacon is on the pedestal!
nuketun=The nuke beacon is in the tunnels.
nukenot=The nuke beacon is not in our base!

mineagt=Somebody mine the Advanced Guard Tower.
mineob=Somebody mine the Obelisk.
mineref=Somebody mine the Refinery.
minepp=Somebody mine the Power Plant.
minebar=Somebody mine the Barracks.
minehand=Somebody mine the Hand Of Nod.
mineair=Somebody mine the Airstrip.
minefact=Somebody mine the Weapons Factory.
minewf=Somebody mine the Weapons Factory.
minebase=Somebody mine the base.
minetun=Somebody mine the tunnel entrances.
minedbase=Has anyone mined the base?
minelimit=No more proximity mines, limit is reached.
minewframp=Somebody mine the Weapons Factory ramp.

incinf=Incoming infantry rush.

inchum=Incoming hum-vee.
inchuml=Incoming hum-vee, left side.
inchumr=Incoming hum-vee, right side.
incapc=Incoming APC.
incapcl=Incoming APC, left side.
incapcr=Incoming APC, right side.
incmrls=Incoming MRLS.
incmrlsl=Incoming MRLS, left side.
incmrlsr=Incoming MRLS, right side.
incmed=Incoming medium tank.
incmedl=Incoming medium tank, left side.
incmedr=Incoming medium tank, right side.
incmammy=Incoming mammoth tank.
incmaml=Incoming mammoth tank, left side.
incmamr=Incoming mammoth tank, right side.
inctran=Incoming transport helicopter.
inctranl=Incoming transport helicopter, left side.
inctranr=Incoming transport helicopter, right side.
incorca=Incoming orca.
incorcal=Incoming orca, left side.
incorcar=Incoming orca, right side.
incbug=Incoming Nod buggy.
incbugl=Incoming Nod buggy, left side.
incbugr=Incoming Nod buggy, right side.
incart=Incoming artillery.
incartl=Incoming artillery, left side.
incartr=Incoming artillery, right side.
incft=Incoming flame tank.
incftl=Incoming flame tank, left side.
incftr=Incoming flame tank, right side.
inclt=Incoming light tank.
incltl=Incoming light tank, left side.
incltr=Incoming light tank, right side.
incst=Incoming stealth tank.
incstl=Incoming stealth tank, left side.
incstr=Incoming stealth tank, right side.
incapac=Incoming apache.
incapacl=Incoming apache, left side.
incapacr=Incoming apache, right side.

insagt=The enemy are inside our Advanced Guard Tower!
insob=The enemy are inside our Obelisk!
inspp=The enemy are inside our Power Plant!
insref=The enemy are inside our Refinery!
insfact=The enemy are inside our Weapons Factory!
insstrip=The enemy are inside our Airstrip!
inshand=The enemy are inside our Hand Of Nod!
insbar=The enemy are inside our Barracks!

infrush=Should we try an infantry rush.
ftrush=Should we try a flame tank rush.
strush=Should we try a stealth tank rush.
ltrush=Should we try a light tank rush.
apcrush=Should we try an APC rush.
bugrush=Should we try a Nod buggy rush.
humrush=Should we try a hum-vee rush.
mamrush=Should we try a mammoth tank rush.
medrush=Should we try a medium tank rush.
apacrush=Should we try an apache rush.
orcarush=Should we try a orca rush.
transrush=Should we try a transport helicopter rush.

allinapc=Everyone get in the APC, let's rock!
sameteam=I'm on your team, stop shooting!
sbhbase=Warning: There's a stealth black hand in our base.
sbhfield=Caution: There's a stealth black hand on the battlefield.

This is the list we're currently using, if anyone has some suggestions

---

Subject: Re: Radio Command W3D Files
Posted by Nightma12 on Mon, 11 Sep 2006 18:45:03 GMT
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help-linux wrote on Mon, 11 September 2006 13:19me and nightma are trying to do it without editing scripts.dll

useing the tmsg command... but im askingj onwil to make it ignore the commands and not post em in team chat lol

and also, the reason im trying to create a standard.. is so that jonwil will add the standard to scripts.dll

i can only ask nicely that other bots keep to this standard as well....

Subject: Re: Radio Command W3D Files
Posted by StealthEye on Mon, 11 Sep 2006 18:54:14 GMT
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http://blackintel.igotfree.com/index.php?page=autocomplete

Might be easier to read than the list EWD posted, but it should contain the same stuff...

I think we can change our messages to match a standard if needed, as it isn't used that much and

noone really got used to it... Maybe a standard will change that.

Subject: Re: Radio Command W3D Files
Posted by dead6re on Mon, 11 Sep 2006 19:05:08 GMT
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You would have to hook the text event in the server code to stop the messages sending. This would either require editing BHS.dll or scripts.dll.

Subject: Re: Radio Command W3D Files
Posted by EvilWhiteDragon on Mon, 11 Sep 2006 19:54:56 GMT
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tahts what we've done eh Don't know wheter or not you got our script.dll sourcecode ?

Subject: Re: Radio Command W3D Files
Posted by Nightma12 on Mon, 11 Sep 2006 19:56:35 GMT
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ha... lol

i shall finish compiling a list of shortcuts soon! i will post them in this topic

---

Subject: Re: Radio Command W3D Files
Posted by Whitedragon on Mon, 11 Sep 2006 22:23:40 GMT
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Putting it in SSAOW would make the most sense.

Subject: Re: Radio Command W3D Files
Posted by jnz on Mon, 11 Sep 2006 22:33:23 GMT
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Whitedragon wrote on Mon, 11 September 2006 23:23Putting it in SSAOW would make the most sense.
i think people should have the choice weather is it on or not. also people may want to add shorcuts their servers.

Subject: Re: Radio Command W3D Files
Posted by jnz on Mon, 11 Sep 2006 23:19:14 GMT
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i have added that whole list into my bot, if you want me to take them out i will.

Subject: Re: Radio Command W3D Files
Posted by EvilWhiteDragon on Tue, 12 Sep 2006 05:18:49 GMT
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Whitedragon wrote on Tue, 12 September 2006 00:23Putting it in SSAOW would make the most sense.
Why putting it in there? It might aswell be put somewhere else. And this list is free to use in my opinion.
As we have it now we can on the fly add or remove shortcuts. We don't have a real way to disable it atm, but you could just make it one line with asdfrgsaergsargaertgetgaehsfgh=. and it wont be used . You might also be able to just leave it out.

Subject: Re: Radio Command W3D Files
Posted by Whitedragon on Tue, 12 Sep 2006 05:23:18 GMT
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Since SSAOW is in scripts.dll it can replace the chat, something a bot can't do.

Subject: Re: Radio Command W3D Files
Posted by Nightma12 on Tue, 12 Sep 2006 06:38:32 GMT
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shortcuts.txt? and the bot has the output all its shortcuts to there when it loads and then teh bot uses that list?

Subject: Re: Radio Command W3D Files
Posted by dead6re on Tue, 12 Sep 2006 08:34:46 GMT
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EvilWhiteDragon wrote on Mon, 11 September 2006 15:54tahts what we've done eh Don't know wheter or not you got our script.dll sourcecode ?

I do, I was just telling help-linux that he would have to edit either.

Subject: Re: Radio Command W3D Files
Posted by EvilWhiteDragon on Tue, 12 Sep 2006 10:24:20 GMT
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Whitedragon wrote on Tue, 12 September 2006 07:23Since SSAOW is in scripts.dll it can replace the chat, something a bot can't do.

If you would have read either my post carefully or the BlackIntel site you would have found out that we are also working in the scripts.dll so ...

Subject: Re: Radio Command W3D Files
Posted by StealthEye on Tue, 12 Sep 2006 15:16:26 GMT
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You can't hide messages from the scripts.dll currently either, can you? And it is probably not a good idea to release the code to do the asm hacking, which we currently use to modify the messages...

Subject: Re: Radio Command W3D Files
Posted by EvilWhiteDragon on Tue, 12 Sep 2006 15:19:10 GMT
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Yes, but you could use a separate DLL for that eh As we did with the wall lag fix.

Subject: Re: Radio Command W3D Files
Posted by StealthEye on Tue, 12 Sep 2006 15:21:33 GMT
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Yes, that's possible, but then I think the chat hook in bhs.dll should be improved, and SSAOW would use that, unless the next version of SSAOW already has a separate dll...

Subject: Re: Radio Command W3D Files
Posted by Nightma12 on Tue, 12 Sep 2006 20:40:12 GMT
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Quote:bref = Beacon At The Refinary!
bsilo = Beacon At The Tiberium Silo!
bhon = Beacon At The Hand Of NOD!
bair = Beacon At The Airstrip!
bbar = Beacon At The Infantry Barracks!
bwep = Beacon At The Weapons Factory!
bpp = Beacon At The Power Plant!

bcon = Beacon At The Construction Yard!
brep = Beacon At The Repair Facility!
bped = Beacon At The Pedestal!
bagt = Beacon At The Advanced Guard Tower!
bob = Beacon At The Obelisk!
bdis = Disarm That Beacon!
bfake = That Beacon Is Fake!

repsilo = Repair The Tiberium Silo!
repref = Repair The Refinary!
rephon = Repair The Hand Of NOD!
repair = Repair The Airstrip!
reppp = Repair The Power Plant!
repbar = Repair The Infantry Barracks!
repwep = Repair The Weapons Factory!
repcon = Repair The Construction Yard!
repob = Repair The Obelisk!
repagt = Repair The Advanced Guard Tower!
repharv = Repair The Harvester!
reptur = Repair The Turrets
reptank = We Need Engineer Support For Our Tanks!

techref = Technician In The Refinary!
techhon = Technician In The Hand Of NOD!
techair = Technician In The Airstrip!
techpp = Technician In The Power Plant!
techbar = Technician In The Infantry Barracks!
techwep = Technician In The Weapons Factory!
techcon = Technician In The Construction Yard!
techob = Technician In The Obelisk!
techagt = Technician In The Advanced Guard Tower!

hotref = Hotwire In The Refinary!
hothon = Hotwire In The Hand Of NOD!
hotair = Hotwire In The Airstrip!
hotpp = Hotwire In The Power Plant!
hotbar = Hotwire In The Infantry Barracks!
hotwep = Hotwire In The Weapons Factory!
hotcon = Hotwire In The Construction Yard!
hotob = Hotwire In The Obelisk!
hotagt = Hotwire In The Advanced Guard Tower!

mbase = Mine The Base!
mlimit! = The Mine Limit Has Been Reached!
mref = Mine The Refinary!

mhon = Mine The Hand Of NOD!
mair = Mine The Airstrip!
mpp = Mine The Power Plant!
mbar = Mine The Infantry Barracks!
mwep = Mine The Weapons Factory!
mcon = Mine The Construction Yard!
mob = Mine The Obelisk!
magt = Mine The Advanced Guard Tower!
mped = Mine The Pedestal!

tfield = Take The Field!
bharv = Block The Harvester!
wharv = Walk The Harvester!
iwharv = Im Going To Walk The Harvester!

deftun = Defend The Tunnels!

mbuild = That Building Is Mined!

apcinc = Incoming APC!
mrlsinc = Incoming MRLS!
medinc = Incoming Medium Tank!
maminc = Incoming Mammoth Tank!
huminc = Incoming Hum-Vee!
traninc = Incoming Transport Helecopter!
orcainc = Incoming Orca!

buginc = Incomming Buggy!
artinc = Incomming Artillery!
lightinc = Incomming Light tank!
flameinc = Incomming Flame tank!
stankinc = Incomming Stealth tank!
apainc = Incomming Apache!
reconinc = Incomming Recon Bike!

apcincr = Incoming APC Rush!
mrlsincr = Incoming MRLS Rush!
medincr = Incoming Medium Tank Rush!
mamincr = Incoming Mammoth Tank Rush!
humincr = Incoming Hum-Vee Rush!
tranincr = Incoming Transport Helecopter Rush!
orcaincr = Incoming Orca Rush!

incinf= Incoming Infantry Rush!

bugincr = Incomming Buggy Rush!
artincr = Incomming Artillery Rush!

lightincr = Incomming Light tank Rush!
flameincr = Incomming Flame tank Rush!
stankincr = Incomming Stealth tank Rush!
apaincr = Incomming Apache Rush!
reconincr = Incomming Recon Bike Rush!

sbhbase = SBH In Our Base!
sbhfield = There Is A SBH On The Field!

srush!=Stealth Tank Rush!
frush!=Flame Tank Rush!
mrush!=Medium tank Rush!
infrush!=Infantry Rush!
lrush!=Light Tank Rush!
apcrush!=APC Rush!
bugrush!=Buggy Rush!
humrush!=Humm-Vee Rush!
mamrush!=Mammoth Rush!
aparush!=Apache Rush!
orcarush!=Orca Rush!
helirush!=Transport Helicopter Rush!

srush?=Stealth Tank Rush Anybody?
frush?=Flame Tank Rush Anybody?
mrush?=Medium tank Rush Anybody?
infrush?=Infantry Rush?
lrush?=Light Tank Rush?
apcrush?=APC Rush?
bugrush?=Buggy Rush?
humrush?=Humm-Vee Rush?
mamrush?=Mammoth Rush?
aparush?=Apache Rush?
orcarush?=Orca Rush?
helirush?=Transport Helicopter Rush?

snineed = We Need Some Sniper Support!
snienem = There Is An Enemy Sniper On The Field!
snienemb = There Is An Enemy Sniper Overlooking Our Base!

allinapc = Engineers And Hot/Techs Into The APC!
omgstfu = OMG STFU YOU N00B! << Just adding this one for fun ^.^

here is the list ive compiled, any suggestions people?

also i plan to send of sndp to the whole team to do the normal radio commands.. and use the

ICON cmd to make an icon appear above the head, for example:

allinapc = Engineers And Hot/Techs Into The APC Guys! -- would play 'Get in the vehicle' and the tank icon would appear above the head

and

snienemb = There Is An Enemy Sniper Overlooking Our Base! -- would play 'Enemy Spotted!' and the exclamation mark icon would appear

we can use the tmsg for the chat, icon for the icon and sndp for the sound XD

perhaps we could have a ignorelist.txt that the bot outputs all the shortcuts too when it loads? that way people could add there own things? and also could possibly make a swear filter too?

so it doubles up

Subject: Re: Radio Command W3D Files
Posted by jnz on Tue, 12 Sep 2006 20:43:42 GMT
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Nightma12 wrote on Tue, 12 September 2006 21:40
here is the list ive compiled, any suggestions people?

also i plan to send of sndp to the whole team to do the normal radio commands.. and use the ICON cmd to make an icon appear above the head, for example:

allinapc = Engineers And Hot/Techs Into The APC Guys! -- would play 'Get in the vehicle' and the tank icon would appear above the head

and

snienemb = There Is An Enemy Sniper Overlooking Our Base! -- would play 'Enemy Spotted!' and the exclamation mark icon would appear

we can use the tmsg for the chat, icon for the icon and sndp for the sound XD

perhaps we could have a ignorelist.txt that the bot outputs all the shortcuts too when it loads? that way people could add there own things? and also could possibly make a swear filter too?

so it doubles up

---

we could not make a swear filter as that would need editing of scripts.dll *EH HEM* someone.

also you want sndt not sndp as sndp is for the player only sndt is the team

---

Subject: Re: Radio Command W3D Files
Posted by Nightma12 on Tue, 12 Sep 2006 20:47:46 GMT
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ah yes.. sndt forgot about that lol

i was going to do sndp to every1 on the team either works i suppose

and yes.. swear filter would work with the ignorelist.txt that i suggested? perhaps wildcards could be implemented? as long as its still outputted to renlog, the bot will pick it up

---

Subject: Re: Radio Command W3D Files
Posted by EvilWhiteDragon on Tue, 12 Sep 2006 20:52:57 GMT
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ermm I dont really think this will work nicely if you won't use the scripts.dll as you cant change messages then.
And if you dont change it then you will display first "repwf" and then the bot says "Repair the Weapons Factory" .... Would be no good then ..

Subject: Re: Radio Command W3D Files
Posted by Nightma12 on Tue, 12 Sep 2006 20:54:05 GMT
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thats y i suggested IgnoreList.txt

or perhaps a console cmd...

IGNORE <word>

bot sends each word to the command on fds load? wildcards allowed?

Subject: Re: Radio Command W3D Files

Posted by **EvilWhiteDragon** on Tue, 12 Sep 2006 21:07:03 GMT
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ermm You shouldnt try to let this done by a bot, this has to be done in assembly by either scripts.dll or some other dll (blackintel.dll or bhs.dll)

Subject: Re: Radio Command W3D Files
Posted by **Nightma12** on Tue, 12 Sep 2006 21:09:19 GMT
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would u like to add my list to BlackIntel.dll then?

with the correct ICONS + sndt's?

then mayb jonwil could add it into bhs.dll on next scripts.dll?

i dont think WD would be willing to do SSAOW.dll? theres too many dlls now!! lol

---

Subject: Re: Radio Command W3D Files
Posted by **StealthEye** on Tue, 12 Sep 2006 21:24:07 GMT
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The full texts look right, I wonder why you did not use "incbug" instead of "buginc" for example, as it would match the real message more...

Somewhere in the memory of the server.dat I once found a few swear words which I think are used for filtering swear words... It seems it changes "damn" to "darn" and "evil" is turned into "nice" if my guesses are right... Ofcourse there are more useful things, but it doesn't sound like a big problem that it doesn't seem to work to me...

Don't know about including in blackintel.dll yet. Sorry for the confusion we coused with our dll releases

---

Subject: Re: Radio Command W3D Files
Posted by **danpaul88** on Tue, 12 Sep 2006 21:24:15 GMT
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You have Hand of NOD mentioned several times, should it not be 'Nod'? (just saying it before anyone else does)

Oh, and tbh I will admit I see little point in this, by the time you have looked up the command you want to type you could have typed the message in anyway... and does it really take that long to type 'rep the hon' or something? everyone knows what it means.

Subject: Re: Radio Command W3D Files
Posted by EvilWhiteDragon on Tue, 12 Sep 2006 21:28:53 GMT
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for somethings it is rather usefull, and just a tad quicker then typing the whole message, if you know the short msgs.

Subject: Re: Radio Command W3D Files
Posted by sycar on Tue, 12 Sep 2006 21:29:39 GMT
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yea lol, im shocked that ack hasn't commented yet.

Subject: Re: Radio Command W3D Files
Posted by StealthEye on Tue, 12 Sep 2006 21:33:40 GMT
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Typing "i need rep" is faster than looking up the radio command too, if you have to look it up. If you're used to it you will ofcourse use the radio commands as it's much quicker. This is basically the same thing, slightly faster than typing it yourself, and it will show a more clear message It will be less quick than hitting a key combo, but still quicker than typing the complete message. With the sound & emoticon things it will be more useful too

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Subject: Re: Radio Command W3D Files
Posted by Nightma12 on Tue, 12 Sep 2006 21:36:21 GMT
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i did NOD on purpose   XD

Quote:The full texts look right, I wonder why you did not use "incbug" instead of "buginc" for example, as it would match the real message more...

because at the moment, most people type buggy inc! or med inc! into the team chat, im trying to match that

Quote:Oh, and tbh I will admit I see little point in this, by the time you have looked up the command you want to type you could have typed the message in anyway... and does it really take that long to type 'rep the hon' or something? everyone knows what it means.

thats y i want a standard... so that people can just memoirze one "set of shortcuts" and not have to memorize a diff set for each server

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Subject: Re: Radio Command W3D Files
Posted by StealthEye on Tue, 12 Sep 2006 21:43:40 GMT
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Then why not make it "Buggy incoming"? j/k, I get the idea

Subject: Re: Radio Command W3D Files
Posted by Whitedragon on Tue, 12 Sep 2006 23:46:04 GMT
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EvilWhiteDragon wrote on Tue, 12 September 2006 06:24
If you would have read either my post carefully or the BlackIntel site you would have found out
that we are also working in the scripts.dll so ...
I know that, my first post was in no way directed at you.

I don't like the idea of adding hooks to the open source part of SSAOW either, that and the fact
that I don't know how to do the ASM on linux are the only things holding me back from doing this.

I've also considered adding my custom radio commands to SSAOW, which serve a similar
purpose.

Subject: Re: Radio Command W3D Files
Posted by StealthEye on Wed, 13 Sep 2006 07:13:29 GMT
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The custom radio commands sound good, but as chat shortcuts there could be more variations
and it would be possible serverside. Maybe add both?

Subject: Re: Radio Command W3D Files
Posted by dead6re on Wed, 13 Sep 2006 13:49:09 GMT
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BlackIntel.dll CAN be released with a auto-replace, and swear filter. I will talk to StealthEye and
EWD. You can understand that they might want to keep some features private.

Subject: Re: Radio Command W3D Files
Posted by Nightma12 on Wed, 13 Sep 2006 15:45:12 GMT
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how exactly would it function if done in blackintel.dll?

Subject: Re: Radio Command W3D Files
Posted by dead6re on Wed, 13 Sep 2006 16:44:28 GMT
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I spoke to BI and they would prefer the code not to be released. Sorry.

Subject: Re: Radio Command W3D Files
Posted by EvilWhiteDragon on Wed, 13 Sep 2006 17:14:29 GMT
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I want to relevate this a bit, personnaly I'm against it at this moment for serveral reasons.

It will definatively be released, but we don't want to do that now , as we would be breaking down our mod and there will be less people intrested as everyone else copied it.

Since there are certain things happening of which I can't tell you guys about, this might change very soon.

Subject: Re: Radio Command W3D Files
Posted by Nightma12 on Wed, 13 Sep 2006 17:52:09 GMT
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what if you was to just do the Ignore List i suggested?

that way the bot could do the rest?

Subject: Re: Radio Command W3D Files
Posted by EvilWhiteDragon on Wed, 13 Sep 2006 19:52:41 GMT
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then there wont be a reason to not give away that part of our scripts So for now I think we wont release any of it, but I promiss it will be released

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Subject: Re: Radio Command W3D Files
Posted by Nightma12 on Mon, 18 Sep 2006 19:36:22 GMT
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finished codeing into NR

www.nightregulator.co.uk/radio.txt

i made a few very minor changes to make it quicker to type a few cmds though, not many though