
Subject: Team Commands Sound Change
Posted by [tanner2007](#) on Sun, 08 Oct 2006 22:41:57 GMT
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How DO You Do It u know type what ever u want and there is a voice of havoc that says it

<http://i72.photobucket.com/albums/i172/Tanner2007/sound2.jpg>
<http://i72.photobucket.com/albums/i172/Tan...untitled676.jpg>

Subject: Re: Team Commands Sound Change
Posted by [Ryu](#) on Sun, 08 Oct 2006 23:13:11 GMT
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Type in eather teamchat or F2 chat

/(Nickname) (message)

And it play's a "Yo" sound to both of you, And send's them a private message

Subject: Re: Team Commands Sound Change
Posted by [Zion](#) on Sun, 08 Oct 2006 23:16:21 GMT
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They're called Radio Commands and if you searched for it (using the forums Search feature) you would find my personal version, along with others.

Subject: Re: Team Commands Sound Change
Posted by [tanner2007](#) on Mon, 09 Oct 2006 00:30:03 GMT
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NO IT AINT THE FIRST THING OR THE SECOND THING PEOLLE JSUT TYPE IN ANYTHIGN THEY WANTED AND THEN HAVOC SAID IT and he siad u ahve to use somthign like ren edit tools or somthing

<http://i72.photobucket.com/albums/i172/Tanner2007/sound2.jpg>
<http://i72.photobucket.com/albums/i172/Tanner2007/untitled676.jpg>

Subject: Re: Team Commands Sound Change
Posted by [Zion](#) on Mon, 09 Oct 2006 01:00:07 GMT
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You mean serverside? Like you type "toy" and Havoc says "I broke my toy, can i get a new one?" or do you mean the lines of text that start with "///"?

Subject: Re: Team Commands Sound Change
Posted by [tanner2007](#) on Mon, 09 Oct 2006 01:09:47 GMT
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YEA I THINK THATS IT

Subject: Re: Team Commands Sound Change
Posted by [jnz](#) on Mon, 09 Oct 2006 01:11:02 GMT
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yeah. i means that. you can do it for somethings but not everything

Subject: Re: Team Commands Sound Change
Posted by [tanner2007](#) on Mon, 09 Oct 2006 01:27:44 GMT
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I KNOW THAT BUT ID LIKE TO KNOW HOW TO DO IT

Subject: Re: Team Commands Sound Change
Posted by [Blazer](#) on Mon, 09 Oct 2006 02:04:49 GMT
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LOL that picture you uploaded says .jpg, but its actually a BMP that is over 3MB in size

Subject: Re: Team Commands Sound Change
Posted by [tanner2007](#) on Mon, 09 Oct 2006 02:42:53 GMT
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LOL I GUESS BUT CAN SOMEONE TELL ME HOW TO DO WHAT IM TRYING TO FIND OUT

Subject: Re: Team Commands Sound Change
Posted by [Blazer](#) on Mon, 09 Oct 2006 02:53:09 GMT
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Its not something that is easily done...people who do that are using a custom objects.ddb

Subject: Re: Team Commands Sound Change
Posted by [tanner2007](#) on Mon, 09 Oct 2006 02:58:48 GMT
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WELL TEACH ME THEN OR IF U KNOW SOMEONE WITH THE FILE SEND IT TO ME

Subject: Re: Team Commands Sound Change
Posted by [Goztow](#) on Mon, 09 Oct 2006 06:19:54 GMT
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Mate, I think your cat posed itself on your caps lock button. You might want to check on that.

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

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

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

Subject: Re: Team Commands Sound Change
Posted by [Zion](#) on Mon, 09 Oct 2006 09:18:23 GMT
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The "toy" 'commands' etc are done serverside. When <text> is said by a client, the bot (regulator) sends an snda command to the console with the preset name of the sound file (found in always.dat).

The "///" 'commands' are radio commands and are CLIENTSIDE ONLY! They are not serverside and cannot be implemented serverside what-so-ever.

Since Seb (a very good pal of mine) told you about it, i recently gave him my personal radio command modifiers about 12 hours ago so considering when he told you to post here, they're probably radio commands while he was testing them.

Subject: Re: Team Commands Sound Change
Posted by [iROwn3r](#) on Mon, 09 Oct 2006 09:22:53 GMT
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Goztow wrote on Mon, 09 October 2006 02:19Mate, I think your cat posed itself on your caps lock button. You might want to check on that.

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

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

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

Agreed had a feeling his caps had locked up

/iROwn3r

Subject: Re: Team Commands Sound Change
Posted by [Jonty](#) on Mon, 09 Oct 2006 17:23:36 GMT
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Merovingian wrote on Mon, 09 October 2006 10:18The "/" 'commands' are radio commands and are CLIENTSIDE ONLY! They are not serverside and cannot be implimented serverside what-so-ever.

Since Seb (a very good pal of mine) told you about it, i recently gave him my personal radio command modifyers about 12 hours ago so considering when he told you to post here, they're probably radio commands while he was testing them.
I got your modifiers earlier, and then I had a go at making my own with LevelEdit, but now, none of my weapons do any damage to anyone. What did I do wrong? I followed the tutorial, and your version has the same problem.

Subject: Re: Team Commands Sound Change
Posted by [futura83](#) on Mon, 09 Oct 2006 17:30:02 GMT
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the zero bug?

anyway, if you turn your caps off and ask nicely i might just link you to a tutorial on how to do it

Subject: Re: Team Commands Sound Change
Posted by [jnz](#) on Mon, 09 Oct 2006 17:36:24 GMT
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lol, he is asking like he owns the place. i can;t even get what he is asking :/ does he want this server side or client side?

TURN CAPS LOCK OFF!!!

Subject: Re: Team Commands Sound Change

Posted by [futura83](#) on Mon, 09 Oct 2006 17:37:36 GMT

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help-linux wrote on Mon, 09 October 2006 18:36lol, he is asking like he owns the place. i can;t even get what he is asking :/ does he want this server side or client side?

TURN CAPS LOCK OFF!!!

i gather he wants the client side.

and i know that there is tutorials on the community's favourite tutorial site

Subject: Re: Team Commands Sound Change

Posted by [Jonty](#) on Mon, 09 Oct 2006 17:38:09 GMT

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the17doctor wrote on Mon, 09 October 2006 18:30the zero bug?

I don't know, is that the 0 bug?

I'll do some more testing, I'm following the play-2-games-before sticking-it-in thing.

Subject: Re: Team Commands Sound Change

Posted by [futura83](#) on Mon, 09 Oct 2006 17:39:01 GMT

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Jonty wrote on Mon, 09 October 2006 18:38the17doctor wrote on Mon, 09 October 2006 18:30the zero bug?

I don't know, is that the 0 bug?

I'll do some more testing, I'm following the play-2-games-before sticking-it-in thing.

im not entirely sure what it is, but i know it involves having 0 creds suddenly.

Subject: Re: Team Commands Sound Change

Posted by [danpaul88](#) on Mon, 09 Oct 2006 17:56:13 GMT

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The 0 bug (IIRC) occurs when you (or the server) has a modified file (usually always.dat I think), and what happens is that whenever you shoot anything your score, credits etc all instantly become 0.

Subject: Re: Team Commands Sound Change
Posted by [Aprime](#) on Mon, 09 Oct 2006 18:07:21 GMT
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Objects.dbb, rather.

Subject: Re: Team Commands Sound Change
Posted by [Dave Mason](#) on Mon, 09 Oct 2006 22:08:20 GMT
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Goztow wrote on Mon, 09 October 2006 07:19Mate, I think your cat posed itself on your caps lock button. You might want to check on that.

Have you ever thought of stand up?

Subject: Re: Team Commands Sound Change
Posted by [tanner2007](#) on Tue, 10 Oct 2006 04:25:44 GMT
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well if u know seb then someone explain easier so i can learn and also it was the "/" commands thing but im so fuckign confussed

Subject: Re: Team Commands Sound Change
Posted by [Zion](#) on Tue, 10 Oct 2006 07:34:15 GMT
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He was using my radio commands.

Use the search tool on these forums to get a copy.

Subject: Re: Team Commands Sound Change
Posted by [Stallion](#) on Sat, 14 Oct 2006 00:34:48 GMT
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Blazer wrote on Sun, 08 October 2006 22:53Its not something that is easily done...people who do that are using a custom objects.ddb

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

Goztow wrote on Mon, 09 October 2006 01:19Mate, I think your cat posed itself on your caps lock

button. You might want to check on that.

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

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

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

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

Subject: Re: Team Commands Sound Change
Posted by [tanner2007](#) on Thu, 19 Oct 2006 20:18:46 GMT
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im confussed cant someone send me a file or somthing chat somthing please

Subject: Re: Team Commands Sound Change
Posted by [Zion](#) on Thu, 19 Oct 2006 23:29:01 GMT
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Look around these forums using the Search tool and look for my one that's dotted around somewere.
