

---

Subject: Radio Commands Online

Posted by [DutchNeon](#) on Tue, 23 Jan 2007 15:52:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I Was Playing as usual on fnfall marathon server, but then a guy used radio commands, at that point, I didn't know the name but searched through this forum and found out. At this point I already got a own objects.ddb with commands.

They Work, I Can use them on lan, but then my point. if u try using internet, somehow, it wont show any Servers at all, ( WOL ) and at GSA\ASE if u join any server ( I almost tried all, RG and Non-RG servers ) U get a Version Mismatch. :\

If I Remove the Objects.ddb, I can join any game again and at WOL. it shows all servers. I Tried it with different GSA\WOL\ASE Accs, but it keeps the same.

As Far in my knowledge, there is no any Mod on Fnfall mara server that uses shortcuts ( he just did the usual // Sentence, not Typing toy and getting the text, also typing it wont work )

So my Point is, anyone know how to fix this: the No Servers at WOL, and version mismatch at GSA\ASE with my customised objects.ddb ( Radiocommands only, never had a objects.ddb in my DATA map )

/ -= Neon =- \

---

---

Subject: Re: Radio Commands Online

Posted by [Goztow](#) on Tue, 23 Jan 2007 16:28:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Don't use them: many servers will ban you for it as you can never be sure just what u changed in that objects-file.

---

---

Subject: Re: Radio Commands Online

Posted by [Zion](#) on Tue, 23 Jan 2007 19:18:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The problem you are getting is called the 0 bug. This is a purposeful glitch that Westwood placed into Renegade to stop people using cheats. Not only does this bug remove all online channels it will also stop you from causing any damage, reset your score and credits. There are ways to bypass this bug (not going into detail) but it's difficult to keep it like that and has to be bypassed every time you want to play online.

Like Gozy said, best not to use them since they can be, and are classed as cheats, and are an annoyance to other players.

---

---

Subject: Re: Radio Commands Online  
Posted by [Renx](#) on Tue, 23 Jan 2007 21:21:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Extra radios are far from cheats.

---

Subject: Re: Radio Commands Online  
Posted by [Jerad2142](#) on Tue, 23 Jan 2007 21:28:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

His question was not is it cheating, it was how to do it (I want to know to).

---

Subject: Re: Radio Commands Online  
Posted by [Sir Kane](#) on Tue, 23 Jan 2007 22:28:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It takes some extra awesomes to do more radios without a modified objects.dbb or any of that crap.

---

Subject: Re: Radio Commands Online  
Posted by [jnz](#) on Tue, 23 Jan 2007 22:41:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

keylogger and a different scripts.dll? just a suggestion...

---

Subject: Re: Radio Commands Online  
Posted by [Tunaman](#) on Tue, 23 Jan 2007 23:22:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

probably just a hook... I don't think you'd need a keylogger.

---

Subject: Re: Radio Commands Online  
Posted by [gr8patman](#) on Wed, 24 Jan 2007 03:58:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I am just restating what Mero said but...  
i sometimes use an objects.dbb, but it is to put in like superspeed or changing characters or whatever when i host and use drop mods.

it is better not to use them, because that is the name of the file that most cheats are named.  
servers have no way of knowing what the file does...i would tell you how to do...but im not sure if

its good to, look online, probably some version of it if not then i guess i will just tell you, you will get kicked from servers anyways if they see you... \*sigh\* reply if you still want to know how

**\*\*NOTE\*\*** I am not purposely telling people on how to cheat at Renegade, just on how to edit it to have more fun

---

---

Subject: Re: Radio Commands Online  
Posted by [Goztow](#) on Wed, 24 Jan 2007 07:49:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I fail to see the fun of spamming other people with radio commands they do not wish to hear.

---

---

Subject: Re: Radio Commands Online  
Posted by [havoc9826](#) on Wed, 24 Jan 2007 09:10:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Goztow wrote on Tue, 23 January 2007 23:49: I fail to see the fun of spamming other people with radio commands they do not wish to hear.  
It is indeed annoying.

---

---

Subject: Re: Radio Commands Online  
Posted by [xsemperx](#) on Wed, 24 Jan 2007 20:09:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Goztow wrote on Wed, 24 January 2007 01:49: I fail to see the fun of spamming other people with radio commands they do not wish to hear.  
perhaps he is just telling them so they can use it in the practice...if they choose to take it online then they will most certainly get booted...whether it be from the players or the hosts

---

---

Subject: Re: Radio Commands Online  
Posted by [Renx](#) on Wed, 24 Jan 2007 22:50:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I've seen plenty of people use it and not get kicked. Personally I wouldn't kick anyone I seen using it either. If I think they're cheating I'll wait until I can actually prove it, or forcerg them if they're suspicious. Radio commands are not a clear indication of cheating, regardless of the method used to alter them.

---

---

Subject: Re: Radio Commands Online  
Posted by [xsemperx](#) on Wed, 24 Jan 2007 23:24:48 GMT

---

[View Forum Message](#) <> [Reply to Message](#)

---

Renx wrote on Wed, 24 January 2007 16:50 I've seen plenty of people use it and not get kicked. Personally I wouldn't kick anyone I seen using it either. If I think they're cheating I'll wait until I can actually prove it, or forcerg them if they're suspicious. Radio commands are not a clear indication of cheating, regardless of the method used to alter them.

Even though you say it doesn't matter what method used to alter the voice commands, you are still messing with the objects.ddb file...which modders use to make their mods, no matter if your cheating or not you will be looked upon suspiciously. and people might (and probably will)forcerg on you.

---

---

Subject: Re: Radio Commands Online

Posted by [Goztow](#) on Thu, 25 Jan 2007 09:13:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

xsemperx wrote on Wed, 24 January 2007 21:09 Goztow wrote on Wed, 24 January 2007 01:49 I fail to see the fun of spamming other people with radio commands they do not wish to hear. perhaps he is just telling them so they can use it in the practice...if they choose to take it online then they will most certainly get booted...whether it be from the players or the hosts Did you read the title of thisd topic? "Radio commands ONLINE"

---

---

Subject: Re: Radio Commands Online

Posted by [Zion](#) on Thu, 25 Jan 2007 12:50:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Use the search function.

If you get banned form servers for using these then tuff, an admins decision is an admins desicion.

---