
Subject: Radio commands

Posted by [Spyder](#) on Sun, 20 Jul 2008 16:36:01 GMT

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Could you please limit the radio command usage per command? It's very annoying to hear people spam the radio and it's causing major lagg too when playing on big servers.

Subject: Re: Radio commands

Posted by [Caveman](#) on Sun, 20 Jul 2008 17:07:44 GMT

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nooooooooooooo killing alt + 2 spam pl0x.

Subject: Re: Radio commands

Posted by [Lone0001](#) on Mon, 21 Jul 2008 02:10:31 GMT

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It is already limited.

Subject: Re: Radio commands

Posted by [EvilWhiteDragon](#) on Mon, 21 Jul 2008 07:03:14 GMT

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I think the idea is to limit it per command, so one can't do alt+2 all the time, but can use ctrl+7 directly.

This would actually be rather usefull, because I've had it that with normal commands, like move out and hold position (and a large group of tanks) that I got out of commands, right when we where about to abort a rush. (They just got a mammoth)

Subject: Re: Radio commands

Posted by [Goztow](#) on Mon, 21 Jul 2008 08:17:23 GMT

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At the other hand, spamming "building needs repair" does show an emergency, though it's often abused by newer players.

Subject: Re: Radio commands

Posted by [EvilWhiteDragon](#) on Mon, 21 Jul 2008 08:31:57 GMT

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Goztow wrote on Mon, 21 July 2008 10:17: At the other hand, spamming "building needs repair" does show an emergency, though it's often abused by newer players. Perhaps not set the spam limit to 1 per command then, but more like 3-5 per command.

Subject: Re: Radio commands
Posted by [StealthEye](#) on Mon, 21 Jul 2008 10:54:56 GMT
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And funny players can still spam by pressing all ctrl/alt/ctrl+alt combinations they like. I think this would only limit "useful" command spam, and certainly doesn't get rid of "annoying" command spam...

Subject: Re: Radio commands
Posted by [CarrierII](#) on Mon, 21 Jul 2008 10:56:00 GMT
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No, but !qkick does.

Subject: Re: Radio commands
Posted by [StealthEye](#) on Mon, 21 Jul 2008 10:57:43 GMT
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Exactly, so why add another limit?

Subject: Re: Radio commands
Posted by [Caveman](#) on Mon, 21 Jul 2008 12:36:52 GMT
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StealthEye wrote on Mon, 21 July 2008 11:57: Exactly, so why add another limit?

Exactly.. I like to alt 2 spam now and then.. Gets peoples attention.

Subject: Re: Radio commands
Posted by [Jamie or NuneGa](#) on Mon, 21 Jul 2008 17:58:07 GMT
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I find if someone is spammed it usually is to get the attention of the entire team.

Crtl +2 spam proly means 'I have a apc get in now'

whereas one single ctrl +2 is probably aimed at a specific player.

Heres a random thought how about limiting the range on the command... so you won't hear a ctrl+2 if you are in the enemy's base.

Subject: Re: Radio commands

Posted by [archerman](#) on Thu, 11 Sep 2008 18:58:31 GMT

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Goztow wrote on Mon, 21 July 2008 11:17At the other hand, spamming "building needs repair" does show an emergency, though it's often abused by newer players.

you mean noobs?

Subject: Re: Radio commands

Posted by [sadukar09](#) on Thu, 11 Sep 2008 19:15:03 GMT

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archerman wrote on Thu, 11 September 2008 13:58Goztow wrote on Mon, 21 July 2008 11:17At the other hand, spamming "building needs repair" does show an emergency, though it's often abused by newer players.

you mean noobs?
No, there's a difference.

Subject: Re: Radio commands

Posted by [JoeBro](#) on Sat, 13 Sep 2008 21:00:01 GMT

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sadukar09 wrote on Thu, 11 September 2008 14:15archerman wrote on Thu, 11 September 2008 13:58Goztow wrote on Mon, 21 July 2008 11:17At the other hand, spamming "building needs repair" does show an emergency, though it's often abused by newer players.

you mean noobs?
No, there's a difference.
THE DIFFERENCE:

NOOBS: Players that are bad at the game and are continually bad at the game, are n00bs.

NEW PLAYERS: Players that just started playing but could be good at it, or bad, are considered new players. n00bs can be new players, but there still is a difference.

On Topic:

As a few others have said, only a few commands are spammed because they are to express the need of emergency, or an immediate act. However, if a player continually spams every command no matter what is happening during the game, just talk to the moderator or the player himself about it. There is no need to put a 'limit' on radio commands even though there already is one anyway. Case closed.

Subject: Re: Radio commands

Posted by [sadukar09](#) on Sat, 13 Sep 2008 21:41:09 GMT

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JoeBro wrote on Sat, 13 September 2008 23:00sadukar09 wrote on Thu, 11 September 2008 14:15archerman wrote on Thu, 11 September 2008 13:58Goztow wrote on Mon, 21 July 2008 11:17At the other hand, spamming "building needs repair" does show an emergency, though it's often abused by newer players.

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No, n00b/noobs are people who think they are good, but aren't, and when people try to help them, they flame the helpers instead of thanking them.

Newbs/New players are just what it says, new, and they tend to thank better players for advice and such.

Subject: Re: Radio commands

Posted by [R315r4z0r](#) on Sat, 13 Sep 2008 23:11:59 GMT

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I wouldn't mind having a limit per command. Like a max limit of saying "Building needs repair" in a row of like 3. And if possible only make the audio sound play for one of the commands. Spamming "take the point" is really annoying and causes the chat bar to lag.
