Subject: "Don't get in my way".
Posted by Anonymous on Thu, 20 Jun 2002 14:22:00 GMT
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Pretty much all of those commands suck, but you can mesh them together like, "Defend the Refinery, Buliding needs repair, Affirmative", to try to signal that you're fixing and you need help or something.

Subject: "Don't get in my way".
Posted by Anonymous on Thu, 20 Jun 2002 14:39:00 GMT
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I hate the 'Dont get in my way' command...Truely annoying. The last time someone did that to me was on Mesa, I waited till they were near the Nod cave entrance, then rammed them infront of the Harv they were pushed side on into the OBLs fire...

Subject: "Don't get in my way".
Posted by Anonymous on Thu, 20 Jun 2002 16:01:00 GMT
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I hate when someone decides that you deserve to live less than them, then uses you as a human shield by shoving your poor medium tank out in front with their mammy, spamming "don't get in my way!" all the way...Another thing which I find stupid is an engineer that sits in front of a damaged buildeing spamming "building needs repair!" for the entire time it takes to die, without once firing up their repair gun.Even more annoying are the people who run in front of you while you're repairing a building spamming "I need repairs!". What, they don't know how to go to that nice PT two feet away?Voice commands: The n00b's dream, the decent player's nightmare.

Subject: "Don't get in my way".
Posted by Anonymous on Fri, 21 Jun 2002 00:03:00 GMT
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"Don't get in my way" chat command. Maybe your in his way but he don't have time to enter the chat command. Sometimes you want them in your way they maybe taking the hits from the enemy..Laugh."Destroy that vehicle" errr what are you doing?"Enemy spotted" ok so you spotted the enemy, so where are they?"I need repairs" so where are you?"Take cover" I am in a tank I got cover."Building needs repairs" Sir' which one they are all taking hits."Watch where your pointing that" Must be talking about my middle finger...Laugh."Return to base" & "Fall back" COWARD!"Cover me" and who is going to cover me?"Take the point" But sir I don't want to die!

Subject: "Don't get in my way".
Posted by Anonymous on Fri, 21 Jun 2002 02:59:00 GMT

"fall back" and "defend the base" arent exactly cowadice commands, they mean, defed the base there is a flame rush comin or sumthing. n00b.

Subject: "Don't get in my way".
Posted by Anonymous on Fri, 21 Jun 2002 06:56:00 GMT

True, and you might want to fall back in a close point game where you are ahead and your attacks are resulting in net point gains for the enemy...

Subject: "Don't get in my way".
Posted by Anonymous on Fri, 21 Jun 2002 11:28:00 GMT

I knew the coward thing would stir someone up..Laugh. Yes they are ok commands, I use them, especially if you and others on your team is glowing in the red zone for life.

Subject: "Don't get in my way".
Posted by Anonymous on Fri, 21 Jun 2002 12:55:00 GMT

I wish there would be a mute command like in half-life!   You could make a player mute and nothear any of his messages!(mute only to YOU)

Subject: "Don't get in my way".
Posted by Anonymous on Fri, 21 Jun 2002 15:18:00 GMT

Download the Latin Radio Commands for a change:http://www.cncrenegade.info/modules.php?name=Downloads&d_op=viewdownload&cid=24

Subject: "Don't get in my way".
Posted by Anonymous on Sat, 22 Jun 2002 23:12:00 GMT

"return to base" isn't a cowardly command either...if u can't take any oby shots then wht is the point of going...um...suicide?

Subject: "Don't get in my way".
Posted by Anonymous on Sun, 23 Jun 2002 15:29:00 GMT
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in place of "defend the base", take the time to type:"flamers!"or"tunnel!"or"SBH!"they don't take that long to type, and people like to know exactly what they are defending against, or WHERE in the base they are defending.

Subject: "Don't get in my way".
Posted by Anonymous on Mon, 24 Jun 2002 01:43:00 GMT
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.... or give people a better clue."flamer pp"""apc wf"etc.Even if you're in combat at the time.I am fully prepared to suck a tank shell whilst typing if it means saving our own building.

Subject: "Don't get in my way".
Posted by Anonymous on Mon, 24 Jun 2002 04:06:00 GMT
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If they listened in the beta test they work better... I told them that when you use private chat (that are the radio commands to) You will see the location from that person. But they had to rush the game so didn't add it. Thank you EA.

Subject: "Don't get in my way".
Posted by Anonymous on Wed, 26 Jun 2002 07:26:00 GMT
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"Get in the car" is the one of the more useful commands.Ad = Uberfahr[DATA] Clan

Subject: "Don't get in my way".
Posted by Anonymous on Thu, 27 Jun 2002 05:21:00 GMT
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"Defend the Barracks/Hand/Airstrip/Weapons Factory!" is needed.

Subject: "Don't get in my way".
Posted by Anonymous on Thu, 27 Jun 2002 06:52:00 GMT
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" Answer my post Westwood!"

Subject: "Don't get in my way".
Posted by Anonymous on Thu, 27 Jun 2002 06:57:00 GMT
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i agree with everyone! I have a suggestion for the next patch....... I think we should be able to make our own custom comands. a combo on the keyboard automatically displays it on the chat screen.

Subject: "Don't get in my way".
Posted by Anonymous on Thu, 27 Jun 2002 11:40:00 GMT
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I also play Descent 3 (mdk) and I agree with killa, we have sound wavs that we can make ourselves and it adds a little spice to the game, when you enter a game it automatically adds wavs to other peoples D3 file so they can hear or use it.

Subject: "Don't get in my way".
Posted by Anonymous on Thu, 27 Jun 2002 17:10:00 GMT
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"STFU!"