Blazer wrote on Fri, 28 October 2005 08:23
Making a custom radio command set, lets say that you made your own and redid some of the ones that *you* don't use often, lets say for example you replaced "Watch where you're pointing that!", with a sound of you saying boldly "Disarm that beacon!", and you do the same for some of the other commands.

Now you give this "soundpack" to your friends. Assuming you ONLY play on servers that have ONLY your friends playing, then yes, that would work as you would all hear the same custom sounds. But what happens when you are in some random 40 player server, and you or your buddies are happly spamming your custom commands of "Disarm that beacon!" ,or "STFU Lamer" or whatever you made...meanwhile all the OTHER players hear the real, default sound of "Watch where you're pointing that!", and think you are on crack.

That is why the BHS solution will:
1. Not replace any existing radio commands, rather add new keybindings with new sounds (sounds recorded by the origional voice actor, Cliff Hicks).
2. Be released in Core Patch2, and/or a standalone patch.
3. The hotkey will, in addition to triggering the custom radio command for you and anyone else on your team with the patch, send a team chat message similar to "playername: [Radio] Disarm That Beacon!". This will ensure that even people who don't have the patch and thus do not hear the custom radio command, at least see a text version of it in their teamchat.

The BHS solution makes sure that *everyone* gets the enhancement (even people who dont have the patch still see the text), and is completely backwards compatible by not interfering with any of the default existing commands, as many people probably use the ones that most of us consider useless, or maybe they just don't want them changed.

As for it not happening, I wouldn't have made this post if we didn't have all of our ducks in a row so to speak. This isn't a pipe dream, we have been in communication with Devinoch and he has agreed, and the coding part has already been done for the most part (we already have hotkey hook code from the soundtrack player), so all that is left to do is come up with the commands, Record them with Devinoch, package and distribute. You know, that list I posted in the O.P. In fact I just realized that pretty much everything I have said in this entire thread, is just repeating what I said in the O.P., so I will step away now.

Is that as close as you come to being pissed of?

Yes now you explained everything, I understand. pvtschlag had an exe file he did for pdx's Ren servers F5-F9 was to help us type !bind !lock !sell !unlock !unbind...so when we rushed we could jump out of our apcs hit F7 tank locked...no stealing

So you will just be picking the most common ones. Well then in that case I don't think we need a Thank You cmd...since most people choose to use Affirmative for that!

The other ones look pretty cool. I would definately want Disarm that Beacon tho..