
Subject: phrases.ini

Posted by [Renx](#) on Thu, 07 Oct 2004 19:20:37 GMT

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Are you guys going to get this working? I'm pretty sure it should only need to be a server side fix, since it's the server that displays the messages.

For those that don't know what phrases.ini does, it changes the "PLAYER killed PLAYER" text. One would be "KILLER beat the shit out of VICTIM."

There are 10 default ones, but I think more custom ones can be added, not sure.

Subject: phrases.ini

Posted by [MilkyLep](#) on Thu, 07 Oct 2004 20:43:50 GMT

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i think i've seen that stuff on irc channels that monitor the games.

Subject: phrases.ini

Posted by [Renx](#) on Fri, 08 Oct 2004 01:56:42 GMT

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I don't mean in IRC, phrases.ini is for ingame.

Subject: phrases.ini

Posted by [Naamloos](#) on Fri, 08 Oct 2004 12:40:34 GMT

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Funny, i never looked inside most of the ini's.

I'd like to know how to get some of them working

Edit: What the... why is there a "CHICKEN" inside the gang.ini? [/offtopic]

Subject: phrases.ini

Posted by [flyingfox](#) on Fri, 08 Oct 2004 12:43:37 GMT

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the ini's what? the ini's pet dogs?

Subject: phrases.ini
Posted by [Naamloos](#) on Fri, 08 Oct 2004 12:48:45 GMT
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What?

INI files... check Level edit...

Subject: phrases.ini
Posted by [Sir Kane](#) on Fri, 08 Oct 2004 13:26:14 GMT
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Never seen the extra models in Renegade? There's a chicken etc. They also planned to add a game mode called chicken back then.

Subject: phrases.ini
Posted by [Naamloos](#) on Fri, 08 Oct 2004 16:58:04 GMT
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Yea i know of those, but i never found that chicken tho.

What's the file name?

And, chicken mode?! What's that? Evil flying flame trowing chickens of d00m?

Subject: phrases.ini
Posted by [Dante](#) on Fri, 08 Oct 2004 19:04:26 GMT
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not all but most of the ini files work

Subject: phrases.ini
Posted by [Deactivated](#) on Sat, 09 Oct 2004 09:32:59 GMT
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Silent KaneNever seen the extra models in Renegade? There's a chicken etc. They also planned to add a game mode called chicken back then.

Super Chicken Mode, that is.

Subject: phrases.ini

Posted by [Naamloos](#) on Sun, 10 Oct 2004 14:12:32 GMT

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Again, what's the file name of the chicken? There are so many W3D's it could take a day or 2 before i found it O_o"

Subject: phrases.ini

Posted by [RadioactiveKangaroo](#) on Sun, 10 Oct 2004 15:33:35 GMT

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c_chicken.w3d

Subject: phrases.ini

Posted by [Naamloos](#) on Sun, 10 Oct 2004 20:03:18 GMT

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...

Never saw it, must have overlooked it.....

Anyway, thanks.

Subject: Re: phrases.ini

Posted by [Chronojam](#) on Wed, 13 Oct 2004 16:56:48 GMT

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RenxAre you guys going to get this working? I'm pretty sure it should only need to be a server side fix, since it's the server that displays the messages.

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There are 10 default ones, but I think more custom ones can be added, not sure.

Beat the shit out of, was commented out for ratings reasons as far as I can tell. Even though the file wasn't used at all in the end.

Subject: phrases.ini

Posted by [cheesesoda](#) on Wed, 13 Oct 2004 17:19:04 GMT

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RadioactiveKangaroooc_chicken.w3d

I knew you'd know.

We need to gets to work on the mod. We may need a new modeler since I havn't been able to get eric_law to do anything.

Subject: phrases.ini

Posted by [Kicken](#) on Wed, 20 Oct 2004 23:01:45 GMT

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Yea, i saw those a while back, hope someone can get them ingame ^_^
