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Subject: Radio messages

Posted by [cmsl1993](#) on Fri, 01 Jun 2007 17:28:10 GMT

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the other day i head a radio message that was not one of the ones the games gives you. it said "eagle claw 1 starting attack run" and i want to know how to get them. will someone plz help me??

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Subject: Re: Radio messages

Posted by [Jonty](#) on Fri, 01 Jun 2007 17:31:26 GMT

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There's a topic somewhere that tells you, God knows that many people have asked.

One thing though, don't try any radio mods with RenGuard, it'll bust your ass for cheating.

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Subject: Re: Radio messages

Posted by [IronWarrior](#) on Fri, 01 Jun 2007 17:32:11 GMT

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cmsl1993 wrote on Fri, 01 June 2007 12:28the other day i head a radio message that was not one of the ones the games gives you. it said "eagle claw 1 starting attack run" and i want to know how to get them. will someone plz help me??

That was an sound mod.

We all have these sounds in always.dat

Some servers, might ban you for using the sound mod to play the radio sounds though.

I dont know where you get it.

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Subject: Re: Radio messages

Posted by [cmsl1993](#) on Fri, 01 Jun 2007 17:35:38 GMT

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do you have to make them or can you find them online

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Subject: Re: Radio messages

Posted by [Slave](#) on Fri, 01 Jun 2007 17:50:25 GMT

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Leveledit.  
Presets tree -> Global Settings -> CnC Mode Settings.  
Settings tab.  
Scroll down until you find the radio commands.  
Click the button next to one.  
Pick another one from the strings database.  
Note that not all strings have a sound attached.

You can figure it out by trying, or by looking into them from the Strings (Edit table) button at the top menu bar of level edit. I'm sure you will figure it out.

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Subject: Re: Radio messages  
Posted by [cmsl1993](#) on Fri, 01 Jun 2007 17:54:36 GMT  
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you lost me at lvledit

how do you do that?

sry im kinda new to renegade

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Subject: Re: Radio messages  
Posted by [Slave](#) on Fri, 01 Jun 2007 18:01:49 GMT  
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In that case, welcome.

Start out by installing the mod tools  
<ftp://ftp.westwood.com/pub/renegade/tools>  
Other stuff on that page is equally useful, but you won't need it for what you're trying.

After you're done, and level edit is installed, fire it up, and make up a name for your new mod.  
After that, retry the checklist.

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Subject: Re: Radio messages  
Posted by [c0vert7](#) on Fri, 01 Jun 2007 18:11:48 GMT

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Eagle Claw 1

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Subject: Re: Radio messages

Posted by [cms11993](#) on Fri, 01 Jun 2007 18:14:05 GMT

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ty ill try that but i cant get the website to come up

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Subject: Re: Radio messages

Posted by [c0vert7](#) on Fri, 01 Jun 2007 18:29:21 GMT

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its an ftp server it takes awhile depending on the shitasity of ur comp.

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Subject: Re: Radio messages

Posted by [cms11993](#) on Fri, 01 Jun 2007 18:31:04 GMT

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it says it cant show the web page

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Subject: Re: Radio messages

Posted by [c0vert7](#) on Fri, 01 Jun 2007 18:36:31 GMT

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Keep reloading it until u see this page.

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### File Attachments

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1) [untitled.JPG](#), downloaded 515 times

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FTP directory /pub/renegade/tools at ftp.westwood.com - Windows Internet Explorer

ftp://ftp.westwood.com/pub/renegade/tools

File Edit View Favorites Tools Help

FTP directory /pub/renegade/tools at ftp.westwood.c...

## FTP directory /pub/renegade/tools at ftp.westwood.com

To view this FTP site in Windows Explorer, click **Page**, and then click **Open FTP Site in Windows Explorer**.

You are user #6 of 1000 simultaneous users allowed.

[Up to higher level directory](#)

07/11/2002	12:00AM	47,602,478	<a href="#">BUILDINGS.ZIP</a>
04/27/2002	12:00AM	4,838,130	<a href="#">Multiplayerlevels.zip</a>
07/10/2002	12:00AM	57,645,059	<a href="#">RenegadeTextures.zip</a>
06/27/2002	12:00AM	24,830,329	<a href="#">RenegadeToolsInstaller2.exe</a>
05/18/2002	12:00AM	11,111,691	<a href="#">SinglePlayerLVLs.zip</a>
04/27/2002	12:00AM	4,143,531	<a href="#">VehicleModels.zip</a>
05/02/2002	12:00AM	568,832	<a href="#">YourFirstMap.doc</a>

(1 item) Done

Connected as c0vert7

start Command and Conquer... FTP directory /pub/re...

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Subject: Re: Radio messages

Posted by [cms1993](#) on Fri, 01 Jun 2007 18:37:56 GMT

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it says it can get to the site because of a fire wall and i dont have firewall

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Subject: Re: Radio messages

Posted by [Slave](#) on Fri, 01 Jun 2007 18:38:43 GMT

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Yep, only a max of 1000 people is allowed to that site at the same time. I can imagine there are billions of people from all over the world, standing in line to download the mod tools.

edit: in that case, ill download them for you, ill drop you a note in pm asap.

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Subject: Re: Radio messages

Posted by [cmsl1993](#) on Fri, 01 Jun 2007 18:39:44 GMT

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any onther site i can download it from

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Subject: Re: Radio messages

Posted by [c0vert7](#) on Fri, 01 Jun 2007 18:46:11 GMT

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<http://renegadezone.com/download.asp?FileId=986>

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Subject: Re: Radio messages

Posted by [cmsl1993](#) on Fri, 01 Jun 2007 19:17:57 GMT

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i changed the radio messages but they still say the same thing  
what did i do wrong?

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Subject: Re: Radio messages

Posted by [c0vert7](#) on Fri, 01 Jun 2007 19:20:34 GMT

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Changing text wont change what comes out it simple just changes what text shows up, and your the only one that can see the text. You need to find a new sound a replace it with the old one. When ur done just hit the X on level edit so u exit out and it will ask you to save preset, click yes. Than go to your renegadepublictools/"modpackage name" folder and go under preset and find the

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file called objects.ddb and copy that into your data folder. Start ren up and test it.

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