
Subject: Editing Radio Commands
Posted by [piotrkol1](#) on Tue, 24 Jul 2007 15:35:48 GMT
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So here's the deal...I decided to do something different for a change and edit some of the radio commands. So I edited the strings table and put the strings file in my renegade data folder. For me everything works fine, I can hear them and see the changed ones and all, but apparently the rest of my team can't. Anyone know how to fix this because I've seen other people use these edit radio commands and I could hear them using it? Thanks!!!

Subject: Re: Editing Radio Commands
Posted by [Cpo64](#) on Tue, 24 Jul 2007 16:16:41 GMT
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Well of course they can't hear them... they would need to be using the same mod for that.

Subject: Re: Editing Radio Commands
Posted by [AoBfrost](#) on Tue, 24 Jul 2007 16:31:51 GMT
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Not really, it can be made serverside as I have too seen this without having the mod myself, you edit the filename of the wav file it calls for and others will hear it, but it might say (enemy spotted) while they hear "brothers, enemy in range!"

Subject: Re: Editing Radio Commands
Posted by [piotrkol1](#) on Tue, 24 Jul 2007 16:41:20 GMT
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So I'd only be able to make this for my server and not for myself so I can use it in every game? So I would just change the wav file name to whatever the old commands file name was?

Subject: Re: Editing Radio Commands
Posted by [piotrkol1](#) on Tue, 24 Jul 2007 16:49:20 GMT
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Actually, it isn't letting me rename the sound file's names in the strings table.

Subject: Re: Editing Radio Commands
Posted by [AoBfrost](#) on Tue, 24 Jul 2007 16:56:46 GMT
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Omg, If you just rename the files to the old ones, they wont work server side, you need a objects.dbb files found somewhere in the forums, i forget where...

Subject: Re: Editing Radio Commands

Posted by [piotrkol1](#) on Tue, 24 Jul 2007 17:40:56 GMT

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I see, so I just put in that objects.dbb file and then just edit the strings like before and then all in the renegade data?
