
Subject: [SSGM 4.0 Plugin] CustomRadioCommands
Posted by [iRANian](#) on Mon, 05 Mar 2012 18:36:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

This plugin allows you to replace SSGM's taunts and the stock radio commands with custom radio commands. You can replace all of them with team specific ones, and you can have up to 256 custom ones per radio command per team which will be chosen randomly when a player executes them. Per custom radio command you can set the text that is displayed, the sound that gets played and the .w3d model of the icon that appears above the head of the player doing the radio command (or none). You can also configure whether to prefix "[Radio]" to the custom radio commands and the wait time to prevent radio command spamming for the taunt radio commands. Note that players need to have a version of the custom scripts.dll that supports showing custom messages and playing custom sound or else they won't hear/see anything (should be scripts.dll 2.9.2 and higher), if PrefixRadio is disabled the TMSG console command is used to show the radio command text, which works for players not running any custom scripts.dll.

There's also an option to limit radio command spam.

There's an issue with the settings loading system, if it finds an error in your configuration it'll show windows about it even after clicking them off. To resolve that, click on the red 'X' button of the FDS executable.

To install:

2. Place 'custom_radio_commands.dll' and 'custom_radio_commands.ini' inside your main FDS folder.
3. Edit 'custom_radio_commands.ini' to your liking.
4. Open ssgm.ini and add an entry for 'custom_radio_commands' under the [Plugins] section

Credits:

ExEric3 - Based my loading code on the code from his SSGM Sounds plugin
jnz - Used his radio hook from Hooks.dll

File Attachments

1) [CustomRadioCommands SSGM 4.0 Plugin.zip](#), downloaded 336 times
