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Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Blazer](#) on Thu, 27 Oct 2005 19:38:39 GMT

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Kytten9 wrote on Thu, 27 October 2005 06:44

Bearing in mind that we have only 30 keys that could easily be tagged with this. alt 1-0 ctrl 1-0 alt+ctrl 1-0

I'd say the best way to do this is to look through the current cmds, find which ones we use most: affirmative, get out of the vehicle, get in the vehicle etc..and the ones we don't use so much: watch where you're pointing that....etc

We don't plan to remove or replace existing commands, rather we will add new keyhooks for new keys, probably F5-F7, or F9-F12.

Kytten9 wrote on Thu, 27 October 2005 06:44

Blazer, those who don't have RG, will they be able to hear what cmds we use when this is done....and if so, take a bunch of commands then and do several files...and have people take their pick....if not...then wont they too hear us spam defend the harvester

It's won't be an RG-specific patch, it will either be in "Core Patch2", or a standalone release. I believe the plan is for that, besides the hotkey triggering the radio command for you and other players, it will also send a team chat message saying the same thing, like "blazer0x: [Radio] Disarm that Beacon!". This will ensure that the people who do not have the patch installed get the message, even if its just text instead of the sound.

This also gives me an idea of having a user-defined hot key(s), for sending text message macros. That would be kind of neat, but I think Ren AutoComplete already does that, although a seperate app.

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