flyingfox wrote on Tue, 01 November 2005 22:45it would be stupid to have a command saying thank you as well.

IMO the extra radio commands should mostly be the stuff from single player, like "Requesting backup" and "Watch for snipers" which can be done without Cliff Hicks of course because they are in the always.dat. The other stuff people are suggesting are mostly created needs because of common tactics people use like "disarm the beacon" which really shouldn't go in there because there is already an announcement every time a beacon is placed, and it says "nuclear strike beacon deployed" which if you get the idea that multiplayer Ren is still a war game, is much more fitting. for example, there should never be a radio command saying something like "incoming flame tanks" whereas something like "enemy vehicles spotted", "enemy vehicles closing in" or "enemy presence in base" are far more appropriate because they apply to anything seen, seen closing in or inside the base.

i saw you should at least add watch for snipers and requesting backup from the always.dat as they will be useful.

Ya but fox, the "disarm that beacon" could be used for example....5 Techs on the hand of nod. It takes 2 techs to disarm, so you say Disarm that beacon and some of the techs immediately leave to go do it. Also things like "pedastal" would be useful. "Cloaked enemy detected" (which is a sentance out of planetside...but i've been playing it too much) Incoming Enemy Assault (rush!) Incoming Enemy APC stuff like that....that people stop in the field or base to type, would be easier to SAY, That's why BHS is doing this.

It makes the game easier, funner and have more vairation. But I totally agree with you that "Thank You" isnt a good idea.