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Subject: Re: Boink sound replacement...

Posted by [Zion](#) on Thu, 20 Sep 2007 11:56:22 GMT

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AoBfrost wrote on Wed, 19 September 2007 16:52I still havent found the the one mod where it changes your radio commands to custom sounds and other people can hear it, in our server, some nub one kept using it and it would say what we heard, I would like to map my f3-f12 keys to have custom sounds.

Anyone know how to do this but make it work so others without the mod can hear it? I've seen this 2-3 times now where 1 person has it, others dont, we all hear it and see the text.

ClientSide Radio Mods. I make them now and again. The only way i know how to get them to work (and for others to be able to hear them) is to replace the current radio commands with ones that you make.

Only users who have the sound in their always.dat or data folder will be able to hear these sounds.

The mod is an objects.ddb file (or 0bj3ct5.dd0 for HORQUER) and IS NOT compatible with RenGuard.

These will replace all the radio commands (ctrl + 1, alt + 6, ctrl + alt + 4 etc) with ones that you set manually. You can have upto 30 custom radio commands (10 x 3).

I think the tutorials on renhelp.net aren't all that in depth. I might make one myself with images or a video or something.

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