
Subject: Renegade Radio Mod

Posted by [RadioactiveKangaroo](#) on Mon, 23 Aug 2004 00:04:38 GMT

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I'm Hosting this file, and thought id share it with the renegade community,
It's a change from the regular radio commands in renegade.
I didnt make this mod, Lance3066 did, and I have his permission to distribute it.

Subject: Renegade Radio Mod

Posted by [Beanyhead](#) on Mon, 23 Aug 2004 03:43:30 GMT

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Care to explain what it sounds like... What's different than the usual? Is it just him saying them...
because I'm sure some of us don't feel like downloading it and opening up Winamp or whatever to
find out

Subject: Renegade Radio Mod

Posted by [Hav0c](#) on Mon, 23 Aug 2004 07:31:00 GMT

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Erm, won't RenGuard block a modified objects.ddb?

Subject: Renegade Radio Mod

Posted by [RadioactiveKangaroo](#) on Mon, 23 Aug 2004 10:07:14 GMT

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Okay, sorry I didn't really explain it too well did I,
This mod changes the default radio commands in renegade, to some other sound files already
found in objects.dbb.

Some that I remember off the top of my head are:

"Sounds like more fun then invading an island stronghold"

A death scream

"Sniper, Take him out"

Yes renguard will block this, but all that renguard does is replace game.exe and renames it to
game2.exe, so if you open game2.exe you start renegade without opening renguard, so you can't
play on any renguard servers.

Subject: Renegade Radio Mod

Posted by [vloktboky](#) on Mon, 23 Aug 2004 10:12:40 GMT

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..Are you stupid? Just extract the sound files used as the new radio commands and rename them to the filenames used by the default radio commands. There is no reason to change the presets to point to a different sound's preset.

Subject: Renegade Radio Mod
Posted by [Drkpwn3r](#) on Mon, 23 Aug 2004 12:40:12 GMT
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Seriously

Subject: Renegade Radio Mod
Posted by [Pendullum](#) on Mon, 23 Aug 2004 19:10:59 GMT
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but heres the catch... the other players will need this mod to be able to hear them... Youd be pressing 'sniper take him out' while everyone else would here 'defend the base' or whatever

Subject: Renegade Radio Mod
Posted by [Drkpwn3r](#) on Tue, 24 Aug 2004 02:41:21 GMT
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Actually, I tried it online, they hear EXACTLY what you say, people were asking me where to get it when they heard it. :rolleyes:

Subject: Renegade Radio Mod
Posted by [z310](#) on Tue, 24 Aug 2004 03:47:34 GMT
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Yes, im an idiot.

Subject: Renegade Radio Mod
Posted by [PointlessAmbler](#) on Tue, 24 Aug 2004 04:16:17 GMT
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Whoa, that's scary.

Subject: Renegade Radio Mod
Posted by [Slash0x](#) on Tue, 24 Aug 2004 08:50:21 GMT

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With the objects, it uses sound presets that everyone has. Kind of like the dodging move that was discovered awhile back...

Subject: Renegade Radio Mod
Posted by [RespawnIP](#) on Tue, 24 Aug 2004 18:35:36 GMT
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I was wondering if this mod could cause extra bandwidth usage so I made a simple test with someone on a server with 14 players. It's all cool , many players wanted this mod, I think it will be very popular.

I also confirm they all hear it and players who don't have the mod can still use the regular commands, so no side effects this far. Except maybe the rare "0 bug" Lance3066 is mentioning in the distribution.

Cheers!

Subject: Wow...
Posted by [Lance3066](#) on Tue, 24 Aug 2004 21:12:54 GMT
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And to think, I thought no-one would like it...

P.S. the reason i didnt post this topic is because i didnt have an account till just recently because of my junk e-mail blocker that considered this activation e-mail junk.

Subject: Renegade Radio Mod
Posted by [cheesesoda](#) on Wed, 25 Aug 2004 00:37:25 GMT
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vloktboky..Are you stupid? Just extract the sound files used as the new radio commands and rename them to the filenames used by the default radio commands. There is no reason to change the presets to point to a different sound's preset.

Are YOU stupid? If my mind serves me well, which it does because the info is on the top of the page, RadioactiveKangaroo didn't make this mod. Lance3066 did.

Subject: Renegade Radio Mod
Posted by [Blazer](#) on Wed, 25 Aug 2004 01:03:58 GMT

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The best way to modify sounds in Renegade is to just drop in replacement wav files. Modifying objects.ddb is not good as it can cause the zero bug, version mismatch, as well as rejected by RenGuard.

Subject: Renegade Radio Mod
Posted by [Drkpwn3r](#) on Wed, 25 Aug 2004 02:01:13 GMT
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It was intended to be objects.ddb for a couple of reasons, not just for your average replacement sounds, but replacement commands as well. With the file Lance released, the sounds play for everyone, along with the text for the new radio commands, quite honestly it's pretty impressive to me. Today, about 90 people asked me where they could get it, I only used it for about 2-3 hours. :rolleyes:

But, you could always make it so only you hear the sound & you don't get the neat little radio command text to go along with it

Subject: Renegade Radio Mod
Posted by [Blazer](#) on Wed, 25 Aug 2004 03:09:04 GMT
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Ah okay I understand now. You are changing the preset itself. I just realized there is a huge exploit potential with this PM me to talk about it.

Subject: Renegade Radio Mod
Posted by [Blazer](#) on Wed, 25 Aug 2004 03:10:11 GMT
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Drkpwn3rBut, you could always make it so only you hear the sound & you don't get the neat little radio command text to go along with it

The way renegade works is sounds are "attached" to the text. If the text displays, the sound associated with that text is played.

Subject: Renegade Radio Mod
Posted by [xptek](#) on Wed, 25 Aug 2004 03:38:12 GMT
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Ugh, I just created something extremely annoying with this.

Subject: Renegade Radio Mod
Posted by [z310](#) on Wed, 25 Aug 2004 04:21:23 GMT
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**Note to self: Stay away from servers scamp is playing in **

Subject: Renegade Radio Mod
Posted by [Drkpwn3r](#) on Wed, 25 Aug 2004 11:00:05 GMT
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BlazerThe way renegade works is sounds are "attached" to the text. If the text displays, the sound associated with that text is played.

Never knew that

Subject: Renegade Radio Mod
Posted by [Pendullum](#) on Wed, 25 Aug 2004 14:02:54 GMT
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I enjoy using this mod Although I could have picked a few better sounds to play from the always.dat. I might change them one day

Subject: Renegade Radio Mod
Posted by [ArtX0X](#) on Sat, 28 Aug 2004 13:33:44 GMT
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This mod is great and all but every time i join a server i get the "zero bug" . I there any way to help pervent this ?????

Subject: Pvtjoshua
Posted by [pvtjoshua](#) on Sun, 29 Aug 2004 03:26:36 GMT
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hey when your done downloading what do you do in order to have the radio commands

Subject: Renegade Radio Mod
Posted by [ArtX0X](#) on Mon, 30 Aug 2004 22:50:10 GMT
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You should get WinRar.So you can unzip it.

Subject: Renegade Radio Mod
Posted by [Majiin Vegeta](#) on Fri, 10 Sep 2004 01:25:29 GMT
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some random guy came in spammed a message i was confused.. ive not played for 2 months.. freind linked me this post.. its very cool shame it gives the 0 bug..

Subject: where do you get it/
Posted by [pvtjoshua](#) on Tue, 01 Feb 2005 02:41:13 GMT
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but where do you get it.

Subject: Renegade Radio Mod
Posted by [glyde51](#) on Tue, 01 Feb 2005 03:07:30 GMT
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<http://www.trielite.net>

Look for it in the Games Downloads
