Subject: playing renegade sound
Posted by ghostSWT on Sat, 18 Sep 2004 03:32:50 GMT
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This the second time I run in to some one that can force my computer to play renegade sounds. Right now I have the original srcips.dll (formated my HD) last time some guy did that i had scrips.dll 1.7.x. How is he doing this?

What you see is

and you actualy hear "I'M ON IT ONE BULDING COMING DOWN"

and you hear "ALL RIGHT MOVE OUT"

and you hear "WE SHALL NEVER SURRENDER"

o yea a few other ppl in the game hear it also cause after that you get a bunch of "how did you do that? / how did you play the sound?"

Subject: playing renegade sound
Posted by MilkyLep on Sat, 18 Sep 2004 03:42:25 GMT
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Its an objects.dbb (ddb maybe..idk) mod...pretty cool except when some ahole kicked me b/c i was running it.

http://users.cablemo.net/~mattjolly/Lances_Crap/RadioMod.rar
^^ thats the link to it (I Think)

Subject: playing renegade sound
Posted by Drkpwn3r on Sat, 18 Sep 2004 03:48:19 GMT
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I love those radio commands! :mrgreen:

Also, DrkAgnt isn't the only Drk that uses them; I use them when I'm tired of the regular commands. I especially love the one that goes "//Hey look, we got the good, the bad, and the ugly all in one room...I'll let you guess who is who" [Ctrl+8]

Subject: playing renegade sound
Posted by ghostSWT on Sat, 18 Sep 2004 03:48:52 GMT

wow cool ty

Subject: playing renegade sound
Posted by **MilkyLep** on Sat, 18 Sep 2004 04:02:48 GMT

np hope you enjoy..remember to explain what your using if ppl start to get confused or sumthin or else.....

Subject: playing renegade sound
Posted by **icedog90** on Sat, 18 Sep 2004 04:10:09 GMT

It's fun jumping onto servers with this mod and making people beg you for it.

Subject: playing renegade sound
Posted by **xptek** on Sat, 18 Sep 2004 05:53:11 GMT

Credits for this go to Matt and Lance over at byterush.

Subject: playing renegade sound
Posted by **Naamloos** on Sat, 18 Sep 2004 10:04:14 GMT

Was this RG aproved?

Subject: playing renegade sound
Posted by **WNxCABAL** on Sat, 18 Sep 2004 11:02:57 GMT

no, its an objects.ddb

Subject: playing renegade sound
Posted by **Naamloos** on Sat, 18 Sep 2004 12:21:21 GMT

I know that... but i was asking if this one specific(spelling...) objects.ddb was allowed.

But since it's not, it's useless.

Subject: playing renegade sound
Posted by Pendullum on Sat, 18 Sep 2004 13:14:32 GMT
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if renguared was running on every server, then it would be useless.
I enjoy using em on our server every so often
If I knew how to make one, Id change to some more appropriate sounds though

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Subject: playing renegade sound
Posted by Blazea58 on Sat, 18 Sep 2004 14:26:50 GMT
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How does this work exactly? Can i hear it if i place it in, or just other people?

What are the commands, do you need // at the start, and is there only certain things you can type?

I cant get it to work, so it seems useless to me so far lol.

Subject: playing renegade sound
Posted by Lance3066 on Sat, 18 Sep 2004 14:38:33 GMT
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Blazea, it replaces the original radio commands (Control+# Alt+# Cntr+Alt+#)

Subject: playing renegade sound
Posted by Blazea58 on Sat, 18 Sep 2004 15:32:37 GMT
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Lol that got me banned from so many servers cause i kept spamming the Cntrl 0 command. Very funny, lots of new commands, alot of them play, it put alot of fun back into playing renegade thats for sure lol.

Wow that was fun spamming commands, everyone asked how to do it, yet they all tried by doing // before everything lol.

Make more with funnier commands, more goofy ones lol, id love to hear one that says "Fine ban me idiot" or something along the lines lol.

Subject: playing renegade sound
Posted by tooncy on Sat, 18 Sep 2004 15:37:11 GMT
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Nice mod lance. Good to see ya again.

Subject: playing renegade sound
Posted by imperfect3D on Sat, 18 Sep 2004 16:26:40 GMT
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Can this be compiled in new maps?

Subject: playing renegade sound
Posted by Lance3066 on Sat, 18 Sep 2004 16:27:33 GMT
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Blazea: Feel free to edit the commands to your liking, however only use renegade sounds already in, else they wont hear it.

Tooncy: I kinda lost the modforums site... and last time i was there it was pretty... uh well... empty.

Subject: playing renegade sound
Posted by Lance3066 on Sat, 18 Sep 2004 16:34:39 GMT
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imperfect3DCan this be compiled in new maps?

Actually... I think it might be able to... since new maps could use thier own custom .ddb and if you change he commands for a mix file or pkg itll keep them so yea, it should work

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Subject: playing renegade sound
Posted by tooncy on Sat, 18 Sep 2004 17:04:00 GMT
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About the modfourms, they kind of died. Nobody goes there anymore.

Subject: playing renegade sound
Posted by Lance3066 on Sat, 18 Sep 2004 22:06:11 GMT
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tooncyAbout the modfourms, they kind of died. Nobody goes there anymore.

Thats what i thought... oh well.. sites come and sites go it doesn't matter...

Subject: playing renegade sound
Posted by Blazer on Sun, 19 Sep 2004 07:35:04 GMT
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Too bad people use it to ruin the game for everyone by chosing a certain few sounds that are over a minute long, and spamming them.

Subject: playing renegade sound
Posted by Pendullum on Sun, 19 Sep 2004 17:30:48 GMT
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which is why Id pick some more appropriate sounds to use, there are many 1 liners from havoc that are funny and have a use.

Subject: playing renegade sound
Posted by BabyCatjuhh on Tue, 21 Sep 2004 15:01:50 GMT
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It's a nice mod, but it's too bad it's an objects.ddb file, causing the 0 bug and that you can't damage people or repair :/. Could these commands be implemented in some other way?