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Subject: SS Radio

Posted by [c0vert7](#) on Sat, 19 May 2007 22:36:31 GMT

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I was thinking, I know BHS has tons to do with renguard, but, I was studing up on how to make a server side radio command without requireing programming skills. I realized, unless you have some advanced renegade + programming skills, you cant make your radio commands. From what I understand the BHS has there own version of custom radio commands that u dont need to bypass renguard to use.

Heres what I am thinking would be nice, a built on command that has a preset of all the possible renegade radio commands in a big list, you can choose which ones you want to replace and its all done in a renguard option so its safe. I know its alot to ask but, if you think, if I didnt need to use renguard to play in most of the servers I could have my own custom radio commands. Seeing as I am forcerg'd in most servers thanks to the growing n00b population I cant use them. I dont know if this was already thought up or turned down or what. But I thought it was worthy of a renguard possiblity.

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Subject: Re: SS Radio

Posted by [jnz](#) on Sat, 19 May 2007 22:50:08 GMT

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I was thinking of something like this, it shouldn't be too hard. But, the client would have to download a mod to hear it.

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Subject: Re: SS Radio

Posted by [c0vert7](#) on Sat, 19 May 2007 23:15:43 GMT

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If its server side anyone can hear, as long as it has a sound preset.

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Subject: Re: SS Radio

Posted by [jnz](#) on Sat, 19 May 2007 23:36:52 GMT

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Not possible to use custom sounds in a ddb or server sided file.

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Subject: Re: SS Radio

Posted by [c0vert7](#) on Sun, 20 May 2007 01:27:59 GMT

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U mean cause of renguard? Otherwise if I didnt have renguard I would be able to use em.

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Subject: Re: SS Radio  
Posted by [Blazer](#) on Sun, 20 May 2007 07:04:56 GMT  
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Why is this in the Politics/Hot Issues forum?

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Subject: Re: SS Radio  
Posted by [c0vert7](#) on Sun, 20 May 2007 15:00:00 GMT  
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Cause whenever I post something like this in general chat its always moved here so I figured I would put it a step up.

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Subject: Re: SS Radio  
Posted by [jnz](#) on Sun, 20 May 2007 19:05:43 GMT  
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c0vert7 wrote on Sun, 20 May 2007 02:27U mean cause of renguard? Otherwise if I didnt have renguard I would be able to use em.

It's not possible (with the renegade engine to do this). It would require programming and hacking on both clients and servers.

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Subject: Re: SS Radio  
Posted by [c0vert7](#) on Sun, 20 May 2007 19:34:28 GMT  
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No... If u change the settings under C&C Mode Settings and replace with the ones u want, u can close level edit and copy the objects.dbb file into your data and you will have custom radio commands.

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Subject: Re: SS Radio  
Posted by [Carrierll](#) on Sun, 20 May 2007 19:48:56 GMT  
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yes, but the Renegade engine does not distribute files to the client if they are missing - Therefore anyone who doesn't have this adjustment will not be able to hear the radio sounds.

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Subject: Re: SS Radio

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Posted by [c0vert7](#) on Sun, 20 May 2007 22:10:28 GMT

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I know that, there are certain sounds that can be heard thourgh objects files.

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Subject: Re: SS Radio

Posted by [jnz](#) on Mon, 21 May 2007 06:50:01 GMT

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You want custom radio commands and not a radio. I didn't even know what you wanted.

Yes, i already created a mod that can do this. However, it creates lag on very big servers because it uses TMSG. It will be a standalone dll, so you need to get w/e scripts.dll you use to load it. If you tell me, i will do it for you.

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Subject: Re: SS Radio

Posted by [EvilWhiteDragon](#) on Tue, 22 May 2007 14:01:31 GMT

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gamemodding wrote on Sun, 20 May 2007 21:05c0vert7 wrote on Sun, 20 May 2007 02:27U  
mean cause of renguard? Otherwise if I didnt have renguard I would be able to use em.

It's not possible (with the renegade engine to do this). It would require programming and hacking on both clients and servers.

Get your facts straight, you can do it now already by modding the objects.ddb file or something

CarrierII wrote on Sun, 20 May 2007 21:48yes, but the Renegade engine does not distribute files to the client if they are missing - Therefore anyone who doesn't have this adjustment will not be able to hear the radio sounds.

There are HUGE amounts of sound files in the always.dat, and I think he wants to use those, this does not require a CL-side download

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Subject: Re: SS Radio

Posted by [jnz](#) on Tue, 22 May 2007 15:55:12 GMT

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Get your facts straight, i didn't know what he actually wanted. I thought he wanted to stream radio from the server to his clients.

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