
Subject: radio

Posted by [bly](#) on Mon, 28 Jul 2008 01:30:06 GMT

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make some new radio commands?

like get rid of watch where youre pointing that, add 'defend the base defences'

maybe 'take the field'

or 'kill that guy'

Subject: Re: radio

Posted by [havoc9826](#) on Mon, 28 Jul 2008 01:42:12 GMT

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Black-Cell used to use some custom keybinds for keycfg.exe that allowed you to say things like "Repair the (most damaged building)!" and "Focus fire on (player you damaged most recently/[unit/vehicle he is])!" and "Enemy beacon detected at the (building you're nearest to)". Since Whitedragon is listed on the TT member list, maybe he could be convinced to integrate those, or if it's done by the server bots, tell server owners how to do it themselves.

Subject: Re: radio

Posted by [bly](#) on Mon, 28 Jul 2008 01:59:19 GMT

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ya thats what i meant, im just too dumb to say it like that...

Subject: Re: radio

Posted by [liquidv2](#) on Mon, 28 Jul 2008 03:36:34 GMT

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i really would like the "kill that guy" radio command!

Subject: Re: radio

Posted by [a000clown](#) on Mon, 28 Jul 2008 04:30:13 GMT

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havoc9826 wrote on Sun, 27 July 2008 21:42"Enemy beacon detected at the (building you're nearest to)"

That particularly would be very useful imo

Subject: Re: radio
Posted by [Goztow](#) on Mon, 28 Jul 2008 07:07:33 GMT
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What happened to the project of hiring the person that did the radio commands originally to get some new ones?

Subject: Re: radio
Posted by [mrŁÄŞÄ-z](#) on Mon, 28 Jul 2008 16:31:56 GMT
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Get autocomplete, it has no sounds but you dont need to type full sentences...

when i press " x " then it automessage that: madrackz joined the Game.

Subject: Re: radio
Posted by [Goztow](#) on Mon, 28 Jul 2008 18:06:04 GMT
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This can be done server side. BI and The KOSs2 servers already have an abbreviation replacement mod. bbar says "Beacon at the Infantry Barracks!", rwep "Repair the Weapons factory!". Things like that.
