Subject: Radio Commands Sound Files
Posted by Hypnos on Mon, 25 Oct 2010 15:42:02 GMT
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I'm planning on creating new radio commands, but I don't know the names of the files to change. Anyone got a list of them, or even a link to a sound pack where it changes the commands?

Cheers.

Subject: Re: Radio Commands Sound Files
Posted by TNaismith on Tue, 26 Oct 2010 19:01:46 GMT
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If you could provide a few more specific details on what you mean by 'creating new voice commands', that would be helpful to know. I opened up Level Edit just to see what I could dig up for you, but realized after a few minutes I wasn't sure if your looking to create audio radio commands, or if your looking to change the text for the voice commands that appear in the F2/F3 chat, or if your looking to change the .w3d file for the emoticon that appears over a player's head for voice commands. Or maybe you were looking to change which key combinations trigger a voice command?

In any case, the only things I found were under 'Global Settings' --> 'C&C Mode Settings' --> 'C&C Mode Settings' (That last one you click the 'Mod' button to bring up the options for it). Inside are some sort of functionality for changing the .txt file for each radio command, as well as changing the .w3d file that appears.

I also scanned through the 'Sound' preset tree in Level Edit, but couldn't find any of the voice commands listed there. I ran a test a few months ago to change the .wav file of the autorifle refilling sound, and that is the section in Level Edit I changed in order to get the new sound to work. Voice commands are a bit different I guess.

Subject: Re: Radio Commands Sound Files
Posted by Blazea58 on Wed, 27 Oct 2010 08:30:43 GMT
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Well it's pretty easy to make your own radio command mods (used to have fun with those long ago) but creating them can be time consuming because some of the sounds you pick won't play any audio, others will.

Since it is in form of an object.ddb file i am pretty sure most servers have auto detect for it because you technically could turn it into a cheat. If i am in the wrong for posting how to make "radio command" mods, then it can be deleted.

Either way though if your just doing it for your own fun on lan games (which can be quite entertaining) all you do is use level edit and create a new mod package and go into Presets on the top, then global settings/c&c mode settings and scroll down to the radio commands. Then click where the little text file thing is and pick from the different menus to change the sounds. When your done you just save and find your mod folder and take the object.ddb file out and try out your new and improved radio commands. Some sounds play for everyone in the game also, others don't play at all.

Subject: Re: Radio Commands Sound Files
Posted by trooprm02 on Wed, 27 Oct 2010 15:53:31 GMT
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Blazea58 wrote on Wed, 27 October 2010 16:30
Since it is in form of an object.ddb file i am pretty sure most servers have auto detect for it because you technically could turn it into a cheat.

Yes but, objects.ddb are just files replacing stock ones in always.dat etc AFAIK. Anyway, it will give you the 0 bug and maybe no servers listed online (XWIS anticheat) but if you use the game.exe that launches 0bject5.ddb instead im pretty sure they work online (everyone can see and hear your custom raido commands). A popular one was released ages ago, if I remember ill test it and maybe post it here.

Subject: Re: Radio Commands Sound Files
Posted by Hypnos on Wed, 27 Oct 2010 19:20:03 GMT
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What I'm planning on doing is using .wav sounds from another game, and simply copying them into the data folder and re-naming them to become radio commands.

Such as:-

Ctrl 1 - Building Needs Repair! - m00rado_dsgn0050i1gbmg_snd

Subject: Re: Radio Commands Sound Files
Posted by Gen_Blacky on Wed, 27 Oct 2010 20:59:17 GMT
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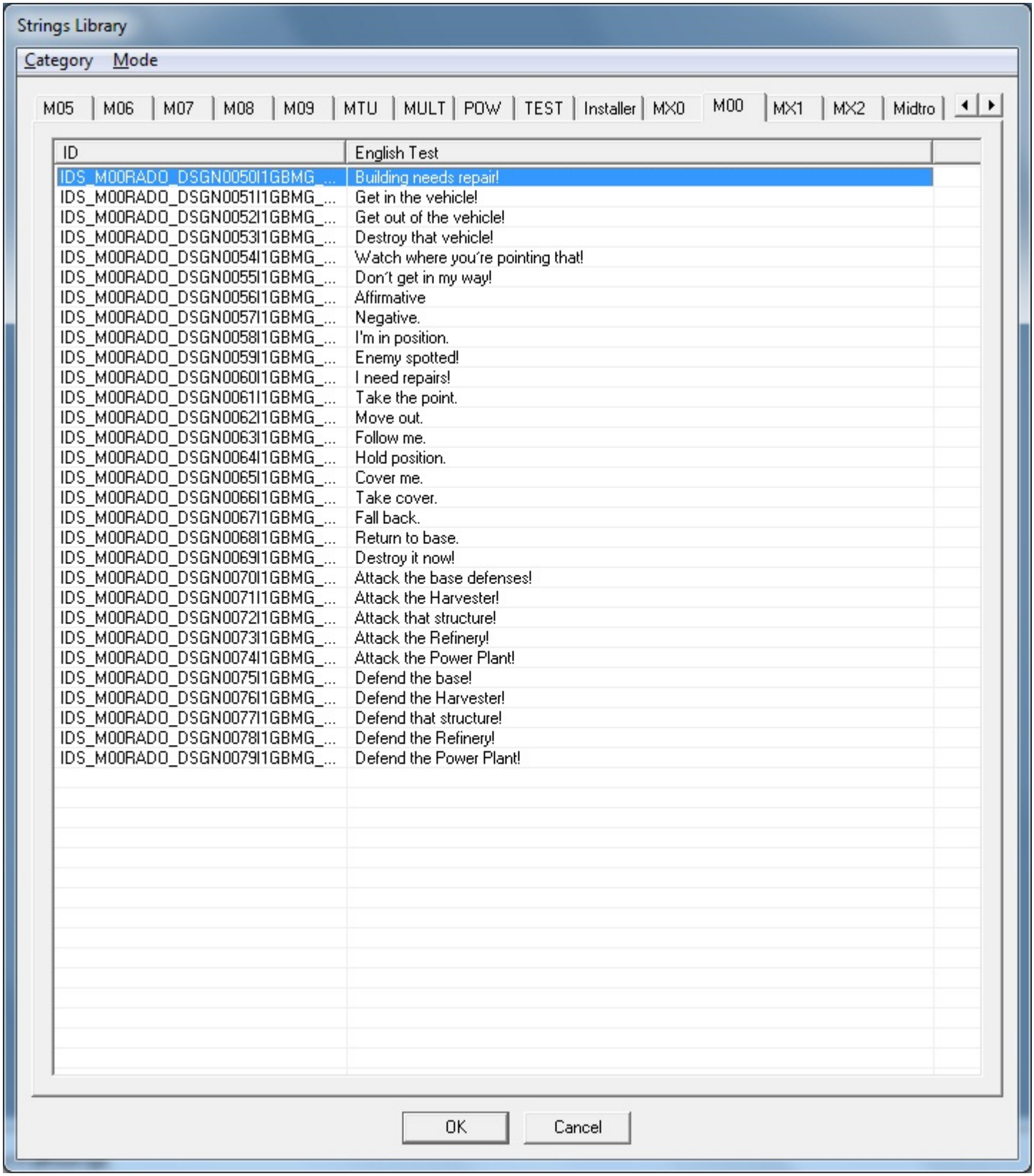
All the radio command sounds and messages are in the strings table in leveledit. You can change the msgs and sounds with just strings and use them online. you can only change the sounds via strings if there is a preset for the sound.

So if you going to use new sounds from a different game you would just replace the original sounds and put them in your data folder. Here are the radio sound file names just add the file extension .wav at the end.

File Attachments

1) blah.jpg, downloaded 932 times



Subject: Re: Radio Commands Sound Files

Posted by Hypnos on Thu, 28 Oct 2010 15:08:35 GMT
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That's really useful Blacky, could you do me a favour and get me the following sound file names?

Ctrl 1 - 0 and Alt 1 - 0

Subject: Re: Radio Commands Sound Files
Posted by Gen_Blacky on Thu, 28 Oct 2010 18:51:53 GMT
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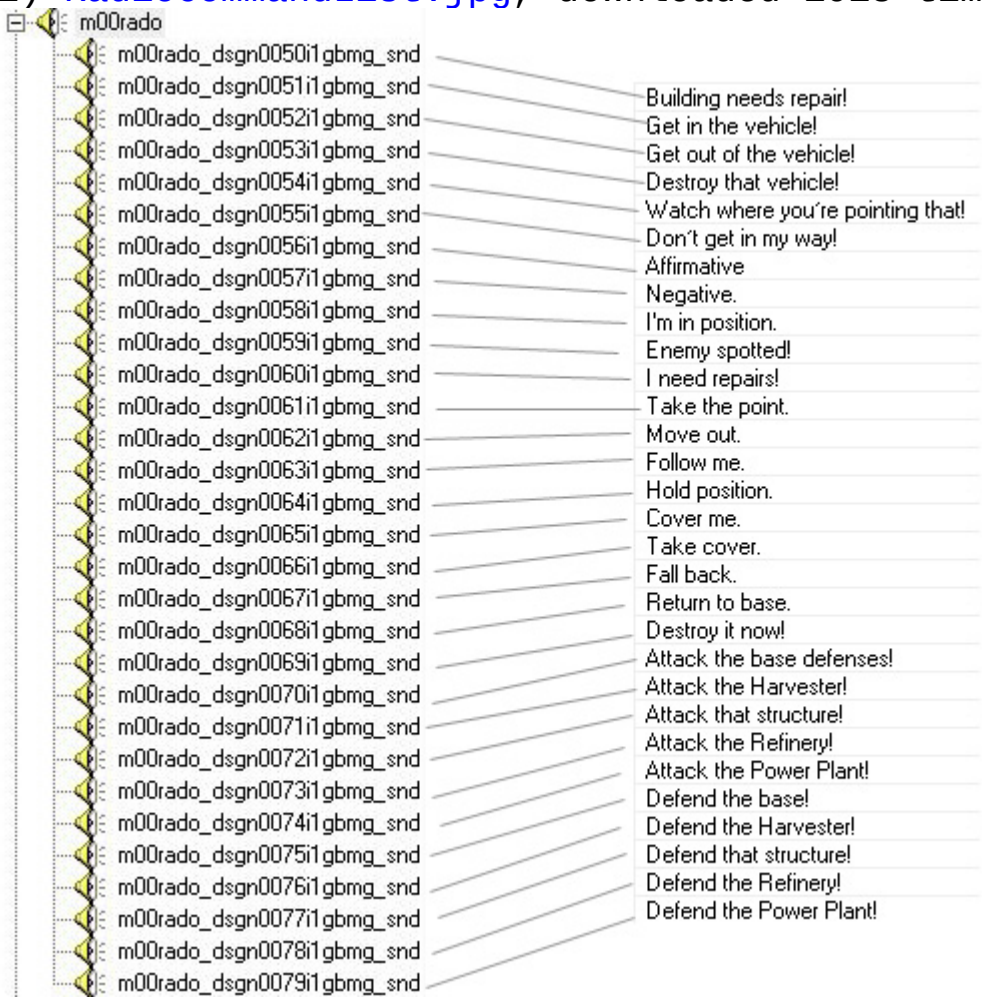
"add the file extension .wav at the end"

File Attachments

1) RadioCommandList.jpg, downloaded 1013 times



Subject: Re: Radio Commands Sound Files
Posted by Hypnos on Wed, 03 Nov 2010 17:41:30 GMT
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Thanks Blacky. <3

Subject: Re: Radio Commands Sound Files
Posted by JasonKnight on Sun, 14 Nov 2010 19:30:32 GMT
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http://forums.mp-gaming.com/thread-11980.html