
Subject: SP Character Voices to Online

Posted by [DoMiNaNt_HuNtEr](#) on Sat, 18 Aug 2012 21:09:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

You know how in SP and practice the bots have voices? In Practice its only the GDI rifles, but even the player's rifle soldier will emit the voices, at least when you get shot at.

I want all the Online player characters to have their reaction voices like in SP. Is this possible?

Subject: Re: SP Character Voices to Online

Posted by [robbyke](#) on Sun, 19 Aug 2012 11:32:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

yes you can make a plugin that plays sounds when someone gets hit.

Subject: Re: SP Character Voices to Online

Posted by [Good-One-Driver](#) on Sun, 19 Aug 2012 15:04:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

it is pretty easy to do just the only hard part would be is finding the sound file in xcc...

Subject: Re: SP Character Voices to Online

Posted by [Troll King](#) on Mon, 20 Aug 2012 12:02:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:it is pretty easy to do just the only hard part would be is finding the sound file in xcc...

Not at all.. Since you can look into LE. Modify the preset then goto their taunt tab. It references to some strings and what their weight is (chance of choosing that taunt and silent weight (not saying anything at all). Then look-up that string in the strings table.. double click it, it will show you the sound preset name and where it is. Modify that sound preset and it will show the file name.. In other words: the .wav filename in always.dat

Subject: Re: SP Character Voices to Online

Posted by [Distrbd21](#) on Sat, 01 Sep 2012 23:27:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

But how can you tell, when that player is hit?

AFAIK The way to check to see what bone was being damaged. no longer works with 4.0, but it did with 3.4.

Subject: Re: SP Character Voices to Online
Posted by [Gen_Blacky](#) on Sun, 02 Sep 2012 17:07:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Distrbd21 wrote on Sat, 01 September 2012 17:27 But how can you tell, when that player is hit?

AFAIK The way to check to see what bone was being damaged. no longer works with 4.0, but it did with 3.4.

4.0 damage hook.

Subject: Re: SP Character Voices to Online
Posted by [DoMiNaNt_HuNtEr](#) on Fri, 07 Sep 2012 20:09:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Man they should totally activate all the character voice responses in the next Scripts patch.

When attack someone with the Flamethrower, they TOTALLY spaz out saying:

"MY ARM! MY LEG!!! I'M HIT!! OW!!" and they overlap each other.

They even say stuff when their comrades die, like "NO!" "MAN DOWN!"

And the Nod guys are awesome, saying "INFIDEL!!!"

It'd be hilarious to add this, as an option or something... think of the immersion... ;D

Subject: Re: SP Character Voices to Online
Posted by [Mauler](#) on Fri, 07 Sep 2012 20:38:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Then go ahead and try modding it... having someone else do the work for you isn't going to get you very far

Subject: Re: SP Character Voices to Online
Posted by [DoMiNaNt_HuNtEr](#) on Sat, 08 Sep 2012 00:21:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeeeah... thanx for the tip, maestro.

HEY! Is there a suggestion forum for fan input for features for the next patch?

Subject: Re: SP Character Voices to Online
Posted by [Aircraftkiller](#) on Sat, 08 Sep 2012 00:45:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

"Thanx" isn't a word.

Subject: Re: SP Character Voices to Online
Posted by [robbyke](#) on Sun, 09 Sep 2012 00:17:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

he gave up as soon as he noticed it will be alot more work to it than he thought

Troll King wrote on Mon, 20 August 2012 14:02Quote:it is pretty easy to do just the only hard part would be is finding the sound file in xcc...

Not at all.. Since you can look into LE. Modify the preset then goto their taunt tab. It references to some strings and what their weight is (chance of choosing that taunt and silent weight (not saying anything at all). Then look-up that string in the strings table.. double click it, it will show you the sound preset name and where it is. Modify that sound preset and it will show the file name.. In other words: the .wav filename in always.dat

YEP, thats easy
