
Subject: [SSGM Plugin] Custom Radio Commands
Posted by [iRANian](#) on Tue, 30 Aug 2011 00:20:25 GMT

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This plugin allows you to replace SSGM's taunts and the stock radio commands with custom radio commands. You can replace all of them with team specific ones, and you can have up to 256 custom ones per radio command per team which will be chosen randomly when a player executes them. Per custom radio command you can set the text that is displayed, the sound that gets played and the .w3d model of the icon that appears above the head of the player doing the radio command (or none). You can also configure whether to prefix "[Radio]" to the custom radio commands and the wait time to prevent radio command spamming for the taunt radio commands. Note that players need to have a version of the custom scripts.dll that supports showing custom messages and playing custom sound or else they won't hear/see anything (should be scripts.dll 2.9.2 and higher).

There's an issue with the settings loading system, if it finds an error in your configuration it'll show windows about it even after clicking them off. To resolve that, click on the red 'X' button of the FDS executable.

To install:

1. Place jnz' Hooks.dll inside your main FDS folder. (it's included in this ZIP)
2. Place 'custom_radio_commands.dll' and 'custom_radio_commands.ini' inside your main FDS folder.
3. Edit 'custom_radio_commands.ini' to your liking.
4. Open ssgm.ini and add an entry for 'custom_radio_commands' under the [Plugins] section

Credits:

ExEric3 - Based my loading code on the code from his SSGM Sounds plugin

jnz - Used his radio hook from Hooks.dll

File Attachments

1) [Custom Radio Commands SSGM Plugin v1.zip](#), downloaded 298 times
