

Quake Wars VSAYS

There are two pre-configured menus that you can bind in the settings area:

1) Context Menu

To bind: Settings/Controls/Misc Context Menu

This menu popup will list several key vsay/requests for quick access. Also, you can use this menu to spot enemies, request repairs on damages vehicles, etc. To do this, point your cursor at an enemy or damaged team vehicle, hit your Context Menu bind and then press Mouse1, or whatever key or mouse button you have bound to `_attack` (weapon fire).

2) Quickchat Menu

To bind: Settings/Controls/Misc Quick Chat

This menu popup contains all the available VSAYS, organized into a hierarchical menu system. By default, this menu is displayed in a radial format, with letters denoting each top-level section. Same applies to the Context Menu.

Personally, I found the radial/lettering format difficult to use, and configured both menus to display in top/down vertical form, labeled with numbers as opposed to letters. You can do this in the Game Settings area.

Set Context Menu Style to Vertical

Set Shortcuts to Use Numbers

And, finally you can access these VSAYS using keyboard shortcuts, just like with ET. Assuming you have configured the menus with numerical labels:

[Quickchat Bind] - 1 - 1 = YES

[Quickchat Bind] - 1 - 0 - 0 - 1 = Awkward

For those of you who wish to bind a few key VSAYS for quick and easy access, this rest of this doc is for you.

Example bind:

```
bind "x" "clientQuickChat quickchat/global/Hi" "" "default"
```

Note: Replace x with your preferred key.

You will notice that there are 4 properties in a ETQW bind:

1) Key

2) Action

3) Modifier

4) Context

The third and fourth properties are optional, and I'll touch on them in just a second.

Now, following this sentence is the complete list of ETQW VSAYS for GDF and STROGG. For the most part, the VSAYS are identical, but there are several that are unique to each team.

Quake Wars VSAYS

GDF

clientQuickChat gdf/quickchat/global/yes
clientQuickChat gdf/quickchat/global/no
clientQuickChat gdf/quickchat/global/thanks
clientQuickChat gdf/quickchat/global/youwelcome
clientQuickChat gdf/quickchat/global/sorry
clientQuickChat gdf/quickchat/global/hi
clientQuickChat gdf/quickchat/global/bye
clientQuickChat gdf/quickchat/global/quiet
clientQuickChat gdf/quickchat/global/cheers/awesome
clientQuickChat gdf/quickchat/global/cheers/greatshot
clientQuickChat gdf/quickchat/global/cheers/freedomofearth
clientQuickChat gdf/quickchat/global/cheers/wellplayed
clientQuickChat gdf/quickchat/global/cheers/goodgame
clientQuickChat gdf/quickchat/global/cheers/gdf
clientQuickChat gdf/quickchat/global/cheers/yourock
clientQuickChat gdf/quickchat/global/cheers/alright
clientQuickChat gdf/quickchat/global/cheers/bullseye
clientQuickChat gdf/quickchat/global/taunts/ohdear
clientQuickChat gdf/quickchat/global/taunts/oops
clientQuickChat gdf/quickchat/global/taunts/enemyweakened
clientQuickChat gdf/quickchat/global/taunts/theyrunningaway
clientQuickChat gdf/quickchat/global/taunts/eatthatstrogg
clientQuickChat gdf/quickchat/global/taunts/killalienscum
clientQuickChat gdf/quickchat/global/taunts/denied
clientQuickChat gdf/quickchat/global/taunts/grr
clientQuickChat gdf/quickchat/global/taunts/cough
clientQuickChat gdf/quickchat/global/taunts/awkward
clientQuickChat gdf/quickchat/global/taunts/awyeahohno
clientQuickChat gdf/quickchat/global/taunts/awnoheyyeah
clientQuickChat gdf/quickchat/global/taunts/owned
clientQuickChat gdf/quickchat/global/taunts/thathurt
clientQuickChat gdf/quickchat/global/taunts/thathadtohurt
clientQuickChat gdf/quickchat/global/taunts/meh
clientQuickChat gdf/quickchat/global/taunts/ihadworse
clientQuickChat gdf/quickchat/responses/acknowledged
clientQuickChat gdf/quickchat/responses/declined
clientQuickChat gdf/quickchat/responses/onit
clientQuickChat gdf/quickchat/responses/onmyway
clientQuickChat gdf/quickchat/responses/sorry
clientQuickChat gdf/quickchat/responses/dontcare
clientQuickChat gdf/quickchat/responses/unabletoassist
clientQuickChat gdf/quickchat/responses/outofrange
clientQuickChat gdf/quickchat/responses/thanks
clientQuickChat gdf/quickchat/responses/youwelcome
clientQuickChat gdf/quickchat/need/medic
clientQuickChat gdf/quickchat/need/ammo
clientQuickChat gdf/quickchat/need/engineer
clientQuickChat gdf/quickchat/need/backup
clientQuickChat gdf/quickchat/need/coveringfire
clientQuickChat gdf/quickchat/need/firesupport
clientQuickChat gdf/quickchat/need/mines
clientQuickChat gdf/quickchat/need/team/medic
clientQuickChat gdf/quickchat/need/team/fieldops

Quake Wars VSAYS

clientQuickChat gdf/quickchat/need/team/engineer
clientQuickChat gdf/quickchat/need/team/covertops
clientQuickChat gdf/quickchat/need/team/soldier
clientQuickChat gdf/quickchat/need/team/radar
clientQuickChat gdf/quickchat/need/team/apt
clientQuickChat gdf/quickchat/need/team/avt
clientQuickChat gdf/quickchat/need/team/ait
clientQuickChat gdf/quickchat/need/team/snipersupport
clientQuickChat gdf/quickchat/vehicles/needvehicle
clientQuickChat gdf/quickchat/vehicles/needgunner
clientQuickChat gdf/quickchat/vehicles/needdriver
clientQuickChat gdf/quickchat/vehicles/needpilot
clientQuickChat gdf/quickchat/vehicles/needrepairs
clientQuickChat gdf/quickchat/vehicles/needpickup
clientQuickChat gdf/quickchat/vehicles/vehicleready
clientQuickChat gdf/quickchat/vehicles/holdvehicle
clientQuickChat gdf/quickchat/vehicles/bailout
clientQuickChat gdf/quickchat/vehicles/needpassenger
clientQuickChat gdf/quickchat/enemy/infantryspotted
clientQuickChat gdf/quickchat/enemy/indisguise
clientQuickChat gdf/quickchat/enemy/vehiclespotted
clientQuickChat gdf/quickchat/enemy/armorspotted
clientQuickChat gdf/quickchat/enemy/aircraftspotted
clientQuickChat gdf/quickchat/enemy/infiltratorspotted
clientQuickChat gdf/quickchat/enemy/minesspotted
clientQuickChat gdf/quickchat/enemy/incomingairstrike
clientQuickChat gdf/quickchat/enemy/incomingbombardment
clientQuickChat gdf/quickchat/enemy/deployables/aitspotted
clientQuickChat gdf/quickchat/enemy/deployables/firesupportspotted
clientQuickChat gdf/quickchat/enemy/deployables/aptspotted
clientQuickChat gdf/quickchat/enemy/deployables/avtspotted
clientQuickChat gdf/quickchat/enemy/deployables/radarspotted
clientQuickChat gdf/quickchat/commands/move
clientQuickChat gdf/quickchat/commands/lets go
clientQuickChat gdf/quickchat/commands/followme
clientQuickChat gdf/quickchat/commands/clearmines
clientQuickChat gdf/quickchat/commands/hackenemybase
clientQuickChat gdf/quickchat/commands/captureforwardspawn
clientQuickChat gdf/quickchat/commands/constructguardtower
clientQuickChat gdf/quickchat/commands/holdfire
clientQuickChat gdf/quickchat/objectives/attack
clientQuickChat gdf/quickchat/objectives/defend
clientQuickChat gdf/quickchat/objectives/destroy
clientQuickChat gdf/quickchat/objectives/hack
clientQuickChat gdf/quickchat/objectives/construct
clientQuickChat gdf/quickchat/objectives/construct_tower
clientQuickChat gdf/quickchat/objectives/destroy_tower
clientQuickChat gdf/quickchat/objectives/take
clientQuickChat gdf/quickchat/objectives/return
clientQuickChat gdf/quickchat/objectives/disarmexplosives
clientQuickChat gdf/quickchat/objectives/escortmcp
clientQuickChat gdf/quickchat/objectives/repairmcp
clientQuickChat gdf/quickchat/self/imsoldier
clientQuickChat gdf/quickchat/self/immedic

Quake Wars VSAYS

clientQuickChat gdf/quickchat/self/imengineer
clientQuickChat gdf/quickchat/self/imcovertops
clientQuickChat gdf/quickchat/self/imfieldops
clientQuickChat gdf/quickchat/self/imattacking
clientQuickChat gdf/quickchat/self/imdefending
clientQuickChat gdf/quickchat/self/disguise/imindisguise
clientQuickChat gdf/quickchat/self/disguise/enemydisguisedasme
clientQuickChat gdf/quickchat/self/deploying/radar
clientQuickChat gdf/quickchat/self/deploying/apt
clientQuickChat gdf/quickchat/self/deploying/avt
clientQuickChat gdf/quickchat/self/deploying/ait
clientQuickChat gdf/quickchat/self/deploying/artillery
clientQuickChat gdf/quickchat/self/deploying/rockets
clientQuickChat gdf/quickchat/self/deploying/hammer
clientQuickChat gdf/quickchat/self/deployed/radar
clientQuickChat gdf/quickchat/self/deployed/apt
clientQuickChat gdf/quickchat/self/deployed/avt
clientQuickChat gdf/quickchat/self/deployed/ait
clientQuickChat gdf/quickchat/self/deployed/artillery
clientQuickChat gdf/quickchat/self/deployed/rockets
clientQuickChat gdf/quickchat/self/deployed/hammer
clientQuickChat gdf/quickchat/self/items/plantingmines
clientQuickChat gdf/quickchat/self/items/disarmingmines
clientQuickChat gdf/quickchat/self/items/suppliesdropped
clientQuickChat gdf/quickchat/self/items/healthpacksdropped
clientQuickChat gdf/quickchat/self/items/medpacksdropped
clientQuickChat gdf/quickchat/self/items/ammopacksdropped
clientQuickChat gdf/quickchat/self/repairing/radar
clientQuickChat gdf/quickchat/self/repairing/apt
clientQuickChat gdf/quickchat/self/repairing/avt
clientQuickChat gdf/quickchat/self/repairing/ait
clientQuickChat gdf/quickchat/self/repairing/artillery
clientQuickChat gdf/quickchat/self/repairing/rockets
clientQuickChat gdf/quickchat/self/repairing/hammer
clientQuickChat gdf/quickchat/self/repairing/mcp
clientQuickChat gdf/quickchat/self/repared/radar
clientQuickChat gdf/quickchat/self/repared/apt
clientQuickChat gdf/quickchat/self/repared/avt
clientQuickChat gdf/quickchat/self/repared/ait
clientQuickChat gdf/quickchat/self/repared/artillery
clientQuickChat gdf/quickchat/self/repared/rockets
clientQuickChat gdf/quickchat/self/repared/hammer
clientQuickChat gdf/quickchat/context/hack
clientQuickChat gdf/quickchat/context/construct
clientQuickChat gdf/quickchat/context/destroy
clientQuickChat gdf/quickchat/context/disarmexplosives
clientQuickChat gdf/quickchat/context/spawnhost
clientQuickChat gdf/quickchat/context/spawnhost_destroy
clientQuickChat gdf/quickchat/context/revive
clientQuickChat gdf/quickchat/context/health
clientQuickChat gdf/quickchat/context/health_other
clientQuickChat gdf/quickchat/context/ammo
clientQuickChat gdf/quickchat/context/ammo_other
clientQuickChat gdf/quickchat/context/repair/vehicle

Quake Wars VSAYS

clientQuickChat gdf/quickchat/context/repair/vehicle_other
clientQuickChat gdf/quickchat/context/repair/deployable_other
clientQuickChat gdf/quickchat/context/attack/enemy
clientQuickChat gdf/quickchat/context/attack/deployable
clientQuickChat gdf/quickchat/context/attack/vehicle
clientQuickChat gdf/quickchat/context/pickup
clientQuickChat gdf/quickchat/context/needdriver
clientQuickChat gdf/quickchat/context/needgunner
clientQuickChat gdf/quickchat/context/needpassenger
clientQuickChat gdf/quickchat/context/waypoints
clientQuickChat gdf/quickchat/context/attack/aitspotted
clientQuickChat gdf/quickchat/context/attack/firesupportspotted
clientQuickChat gdf/quickchat/context/attack/aptspotted
clientQuickChat gdf/quickchat/context/attack/avtspotted
clientQuickChat gdf/quickchat/context/attack/radarspotted
clientQuickChat gdf/quickchat/context/attack/vehiclespotted
clientQuickChat gdf/quickchat/context/attack/armorspotted
clientQuickChat gdf/quickchat/context/attack/aircraftspotted
clientQuickChat gdf/quickchat/fireteams/waypoint/attack
clientQuickChat gdf/quickchat/fireteams/waypoint/defend
clientQuickChat gdf/quickchat/fireteams/waypoint/regroup
clientQuickChat gdf/botchat/generic/holdonimamedic
clientQuickChat gdf/botchat/generic/medicenroute
clientQuickChat gdf/botchat/objectives/planthecharge
clientQuickChat gdf/botchat/generic/needalift
clientQuickChat gdf/botchat/generic/needaride

STROGG

clientQuickChat strogg/quickchat/global/yes
clientQuickChat strogg/quickchat/global/no
clientQuickChat strogg/quickchat/global/thanks
clientQuickChat strogg/quickchat/global/youwelcome
clientQuickChat strogg/quickchat/global/sorry
clientQuickChat strogg/quickchat/global/hi
clientQuickChat strogg/quickchat/global/go
clientQuickChat strogg/quickchat/global/quiet
clientQuickChat strogg/quickchat/global/cheers/awesome
clientQuickChat strogg/quickchat/global/cheers/greatshot
clientQuickChat strogg/quickchat/global/cheers/forthemakron
clientQuickChat strogg/quickchat/global/cheers/wellplayed
clientQuickChat strogg/quickchat/global/cheers/goodgame
clientQuickChat strogg/quickchat/global/cheers/strogg
clientQuickChat strogg/quickchat/global/cheers/yourock
clientQuickChat strogg/quickchat/global/cheers/alright
clientQuickChat strogg/quickchat/global/cheers/accurate
clientQuickChat strogg/quickchat/global/taunts/ohdear
clientQuickChat strogg/quickchat/global/taunts/oops
clientQuickChat strogg/quickchat/global/taunts/theycrumble
clientQuickChat strogg/quickchat/global/taunts/theyfleerror
clientQuickChat strogg/quickchat/global/taunts/eatthathuman
clientQuickChat strogg/quickchat/global/taunts/killhumanfood
clientQuickChat strogg/quickchat/global/taunts/thwarted
clientQuickChat strogg/quickchat/global/taunts/rrr
clientQuickChat strogg/quickchat/global/taunts/cough

Quake Wars VSAYS

clientQuickChat strogg/quickchat/global/taunts/awkward
clientQuickChat strogg/quickchat/global/taunts/awyeahohno
clientQuickChat strogg/quickchat/global/taunts/awnoheyyeah
clientQuickChat strogg/quickchat/global/taunts/owned
clientQuickChat strogg/quickchat/global/taunts/thathurt
clientQuickChat strogg/quickchat/global/taunts/thathadtohurt
clientQuickChat strogg/quickchat/global/taunts/meh
clientQuickChat strogg/quickchat/global/taunts/ihadworse
clientQuickChat strogg/quickchat/responses/acknowledged
clientQuickChat strogg/quickchat/responses/declined
clientQuickChat strogg/quickchat/responses/onit
clientQuickChat strogg/quickchat/responses/onmyway
clientQuickChat strogg/quickchat/responses/sorry
clientQuickChat strogg/quickchat/responses/dontcare
clientQuickChat strogg/quickchat/responses/unabletoassist
clientQuickChat strogg/quickchat/responses/outofrange
clientQuickChat strogg/quickchat/responses/thanks
clientQuickChat strogg/quickchat/responses/youwelcome
clientQuickChat strogg/quickchat/need/technician
clientQuickChat strogg/quickchat/need/stroyent
clientQuickChat strogg/quickchat/need/constructor
clientQuickChat strogg/quickchat/need/backup
clientQuickChat strogg/quickchat/need/coveringfire
clientQuickChat strogg/quickchat/need/firesupport
clientQuickChat strogg/quickchat/need/mines
clientQuickChat strogg/quickchat/need/team/technician
clientQuickChat strogg/quickchat/need/team/oppressor
clientQuickChat strogg/quickchat/need/team/constructor
clientQuickChat strogg/quickchat/need/team/infiltrator
clientQuickChat strogg/quickchat/need/team/aggressor
clientQuickChat strogg/quickchat/need/team/radar
clientQuickChat strogg/quickchat/need/team/apt
clientQuickChat strogg/quickchat/need/team/avt
clientQuickChat strogg/quickchat/need/team/ait
clientQuickChat strogg/quickchat/need/team/snipersupport
clientQuickChat strogg/quickchat/vehicles/needvehicle
clientQuickChat strogg/quickchat/vehicles/needgunner
clientQuickChat strogg/quickchat/vehicles/needdriver
clientQuickChat strogg/quickchat/vehicles/needpilot
clientQuickChat strogg/quickchat/vehicles/needrepairs
clientQuickChat strogg/quickchat/vehicles/needpickup
clientQuickChat strogg/quickchat/vehicles/vehicleready
clientQuickChat strogg/quickchat/vehicles/holdvehicle
clientQuickChat strogg/quickchat/vehicles/bailout
clientQuickChat strogg/quickchat/vehicles/needpassenger
clientQuickChat strogg/quickchat/enemy/infantryspotted
clientQuickChat strogg/quickchat/enemy/indisguise
clientQuickChat strogg/quickchat/enemy/vehiclespotted
clientQuickChat strogg/quickchat/enemy/armorspotted
clientQuickChat strogg/quickchat/enemy/aircraftspotted
clientQuickChat strogg/quickchat/enemy/covertopsspotted
clientQuickChat strogg/quickchat/enemy/minesspotted
clientQuickChat strogg/quickchat/enemy/incomingairstrike
clientQuickChat strogg/quickchat/enemy/incomingbombardment

Quake Wars VSAYS

clientQuickChat strogg/quickchat/enemy/deployables/aitspotted
clientQuickChat strogg/quickchat/enemy/deployables/firesupportspotted
clientQuickChat strogg/quickchat/enemy/deployables/aptspotted
clientQuickChat strogg/quickchat/enemy/deployables/avtspotted
clientQuickChat strogg/quickchat/enemy/deployables/radarspotted
clientQuickChat strogg/quickchat/commands/move
clientQuickChat strogg/quickchat/commands/letsgo
clientQuickChat strogg/quickchat/commands/followme
clientQuickChat strogg/quickchat/commands/clearmines
clientQuickChat strogg/quickchat/commands/hackenemybase
clientQuickChat strogg/quickchat/commands/captureforwardspawn
clientQuickChat strogg/quickchat/commands/holdfire
clientQuickChat strogg/quickchat/objectives/attack
clientQuickChat strogg/quickchat/objectives/defend
clientQuickChat strogg/quickchat/objectives/destroy
clientQuickChat strogg/quickchat/objectives/destroy_tower
clientQuickChat strogg/quickchat/objectives/hack
clientQuickChat strogg/quickchat/objectives/construct
clientQuickChat strogg/quickchat/objectives/construct_tower
clientQuickChat strogg/quickchat/objectives/take
clientQuickChat strogg/quickchat/objectives/return
clientQuickChat strogg/quickchat/objectives/disarmexplosives
clientQuickChat strogg/quickchat/objectives/stopmcp
clientQuickChat strogg/quickchat/objectives/disablemcp
clientQuickChat strogg/quickchat/self/imaggressor
clientQuickChat strogg/quickchat/self/imtechnician
clientQuickChat strogg/quickchat/self/imconstructor
clientQuickChat strogg/quickchat/self/imoppressor
clientQuickChat strogg/quickchat/self/iminfiltrator
clientQuickChat strogg/quickchat/self/imattacking
clientQuickChat strogg/quickchat/self/imdefending
clientQuickChat strogg/quickchat/self/disguise/imindisguise
clientQuickChat strogg/quickchat/self/disguise/enemydisguisedasme
clientQuickChat strogg/quickchat/self/deploying/radar
clientQuickChat strogg/quickchat/self/deploying/apt
clientQuickChat strogg/quickchat/self/deploying/avt
clientQuickChat strogg/quickchat/self/deploying/ait
clientQuickChat strogg/quickchat/self/deploying/railhowitzer
clientQuickChat strogg/quickchat/self/deploying/plasmamortar
clientQuickChat strogg/quickchat/self/deploying/dmc
clientQuickChat strogg/quickchat/self/deployed/radar
clientQuickChat strogg/quickchat/self/deployed/apt
clientQuickChat strogg/quickchat/self/deployed/avt
clientQuickChat strogg/quickchat/self/deployed/ait
clientQuickChat strogg/quickchat/self/deployed/railhowitzer
clientQuickChat strogg/quickchat/self/deployed/plasmamortar
clientQuickChat strogg/quickchat/self/deployed/dmc
clientQuickChat strogg/quickchat/self/items/plantingmines
clientQuickChat strogg/quickchat/self/items/disarmingmines
clientQuickChat strogg/quickchat/self/items/spawnhostcreated
clientQuickChat strogg/quickchat/self/items/stroyentdropped
clientQuickChat strogg/quickchat/self/items/shielddeployed
clientQuickChat strogg/quickchat/self/repairing/radar
clientQuickChat strogg/quickchat/self/repairing/apt

Quake Wars VSAYS

```
clientQuickChat strogg/quickchat/self/repairing/avt
clientQuickChat strogg/quickchat/self/repairing/ait
clientQuickChat strogg/quickchat/self/repairing/railhowitzer
clientQuickChat strogg/quickchat/self/repairing/plasmamortar
clientQuickChat strogg/quickchat/self/repairing/dmc
clientQuickChat strogg/quickchat/self/repared/radar
clientQuickChat strogg/quickchat/self/repared/apt
clientQuickChat strogg/quickchat/self/repared/avt
clientQuickChat strogg/quickchat/self/repared/ait
clientQuickChat strogg/quickchat/self/repared/railhowitzer
clientQuickChat strogg/quickchat/self/repared/plasmamortar
clientQuickChat strogg/quickchat/self/repared/dmc
clientQuickChat strogg/quickchat/context/hack
clientQuickChat strogg/quickchat/context/construct
clientQuickChat strogg/quickchat/context/destroy
clientQuickChat strogg/quickchat/context/disarmexplosives
clientQuickChat strogg/quickchat/context/spawnhost
clientQuickChat strogg/quickchat/context/revive
clientQuickChat strogg/quickchat/context/stroyent
clientQuickChat strogg/quickchat/context/stroyent_other
clientQuickChat strogg/quickchat/context/ammo
clientQuickChat strogg/quickchat/context/repair/vehicle
clientQuickChat strogg/quickchat/context/repair/vehicle_other
clientQuickChat strogg/quickchat/context/repair/deployable_other
clientQuickChat strogg/quickchat/context/attack/enemy
clientQuickChat strogg/quickchat/context/attack/deployable
clientQuickChat strogg/quickchat/context/attack/vehicle
clientQuickChat strogg/quickchat/context/pickup
clientQuickChat strogg/quickchat/context/needdriver
clientQuickChat strogg/quickchat/context/needgunner
clientQuickChat strogg/quickchat/context/needpassenger
clientQuickChat strogg/quickchat/context/waypoints
clientQuickChat strogg/quickchat/context/attack/aitspotted
clientQuickChat strogg/quickchat/context/attack/firesupportspotted
clientQuickChat strogg/quickchat/context/attack/aptspotted
clientQuickChat strogg/quickchat/context/attack/avtspotted
clientQuickChat strogg/quickchat/context/attack/radarspotted
clientQuickChat strogg/quickchat/context/attack/vehiclespotted
clientQuickChat strogg/quickchat/context/attack/armorspotted
clientQuickChat strogg/quickchat/context/attack/aircraftspotted
clientQuickChat strogg/quickchat/fireteams/waypoint/attack
clientQuickChat strogg/quickchat/fireteams/waypoint/defend
clientQuickChat strogg/quickchat/fireteams/waypoint/regroup
clientQuickChat strogg/botchat/generic/holdonimatechnician
clientQuickChat strogg/botchat/generic/technicianenroute
clientQuickChat strogg/botchat/objectives/plantplasmacharge
clientQuickChat strogg/botchat/generic/needalift
clientQuickChat strogg/botchat/generic/needtransport
```

You may have noticed that in my example I did not include part of the path to the VSAY. This is because the team portion of the path is implicit in-game, because you will always be playing as either GDF or STROGG. Therefore, it is not necessary to specify the team to which the VSAY belongs.

So, as another example, I'll create a bind for the STROGG VSAY for "You Rock!"

Quake Wars VSAYS

```
bind "x" "clientQuickChat quickchat/global/cheers/yourock" "" "default"
```

Again, replace x with your preferred key bind.

Now, what was that about the modifier and context properties? Without getting into too much detail on these properties (Ifurita has a great tutorial in the works that will cover scripting in-depth) I'll just give you a brief overview.

Modifier property: this allows you to assign a bind to a multiple-key shortcut.

Example:

```
bind "x" "clientQuickChat quickchat/global/cheers/yourock" "RIGHTSHIFT" "default"
```

In the above example we have assigned the "You Rock!" VSAY to the x key, but only while pressing the right SHIFT key. Thus, using the modifier property allows one to assign multiple binds to any single key.

```
bind "x" "clientQuickChat quickchat/global/Hi" "" "default"  
bind "x" "clientQuickChat quickchat/global/cheers/yourock" "RIGHTSHIFT" "default"
```

Press x for "Hi!"

Press RIGHTSHIFT-x for "You Rock!"

Context property: this allows you to define a bind that will only work in a particular context. When you see "default" as the fourth property in a bind, that is the, well, "default" context. In other words, that bind will work in ALL contexts.

Another pre-configured context is "vehicle".

Example:

```
bind "x" "clientQuickChat quickchat/global/Hi" "" "vehicle"
```

In this example pressing x will invoke the "Hi!" VSAY only when in a vehicle.

Note: Both the modifier and context properties apply to any bind, and not just VSAYS.

So, there you have it: my longwinded tutorial on how to bind VSAYS.

- BOOT

Edited by CannonFodder