// HALF-LIFE SPEECH SYSTEM SENTENCES. DO NOT MODIFY THIS FILE! Max of 1023 sentences.

// HUMAN GRUNTS

HG\_GREN0 hgrunt/clik(p120) grenade! clik

HG\_GREN1 hgrunt/(t30) clik take!(e75) cover!(s5) clik

HG\_GREN2 hgrunt/clik clik oh! shit! clik

HG\_GREN3 hgrunt/(p110 t40) clik(p120) get!(e78) down!(t30) clik

HG\_GREN4 hgrunt/clik(p110) (t40) of!(e75) god! clik(p110)

HG\_GREN5 hgrunt/clik no! clik

HG\_GREN6 hgrunt/clik move! clik(p120)

// Player Alert

HG\_ALERT0 hgrunt/(t30) squad!, we!(e80) got!(e80) freeman!(t20 p105), clik(p110)

HG\_ALERT1 hgrunt/clik(p110) target! clik

HG\_ALERT2 hgrunt/clik movement! clik

HG\_ALERT3 hgrunt/(t40) shit!(t20), (t50) we! got! hostiles!(p120 t0) clik

HG\_ALERT4 hgrunt/(t20) clik(p110) squad!, get!(e80) freeman!, clik(p110) clik

HG\_ALERT5 hgrunt/(t20) clik squad!, neutralize!(e90) freeman! clik

HG\_ALERT6 hgrunt/(t30) clik clik move!(e75) in! clik(p120)

// Monster Alert

HG\_MONST0 hgrunt/clik(p110) (t50) bogies!(t0), my! sector!(t0) clik

HG\_MONST1 hgrunt/clik(p110) (t40) clik(p120) we!(e75) got! bogies! clik

HG\_MONST2 hgrunt/clik clik (t30) alien!(e85) alert! clik

HG\_MONST3 hgrunt/clik clik (t30) alien!(e85) movement!(t0) clik(p120)

// Take cover

HG\_COVER0 hgrunt/clik (t30) take! cover!(t0) clik

HG\_COVER1 hgrunt/clik (t45) (e75) I!(e80) need!(e80) suppressing!(t20) fire!(t10) clik

HG\_COVER2 hgrunt/clik (t45) we! need! backup!(t10) clik

HG\_COVER3 hgrunt/clik(p120) (t40) two!(e75) hot!(e80) here! clik

HG\_COVER4 hgrunt/clik(p110) (t30) fall!(e80) out! clik clik

HG\_COVER5 hgrunt/clik(p120) (t20) clear! this! area! clik

HG\_COVER6 hgrunt/clik (t40) god! damn! clik

HG\_COVER7 hgrunt/clik (t40) cover!(e75) fire! clik

// Throw grenade

HG\_THROW0 hgrunt/clik(p120) (t40) fire!(e90) in!(e90) the!(e60) hole!(e100) clik

HG\_THROW1 hgrunt/clik (t30) take!(e75) this!(e100 t0) clik

HG\_THROW2 hgrunt/clik (t35) fire in the(e50) hole clik(p120)

HG\_THROW3 hgrunt/clik(p110) (t35 e80) squad, stay down clik

// Taunt

HG\_TAUNT0 hgrunt/clik (t30 e75) uhh, we got heavy fire here clik

HG\_TAUNT1 hgrunt/clik(p120) (t40) roger, hold position clik

HG\_TAUNT2 hgrunt/clik (t40) we!(e80) will!(e75) kick!(e80) your!(e75) ass! clik

HG\_TAUNT3 hgrunt/clik (t40) mister, you(e75) are going down clik

HG\_TAUNT4 hgrunt/clik(p120) (t40) you got nothing clik

HG\_TAUNT5 hgrunt/clik(p110) (t40) request! backup! clik(p120) clik

// Charge

HG\_CHARGE0 hgrunt/clik (t40) go! recon! clik(p120)

HG\_CHARGE1 hgrunt/clik(p110) (t40) move!(e75) in! clik

HG\_CHARGE2 hgrunt/clik go! clik(p120)

HG\_CHARGE3 hgrunt/clik lets! go! clik(p120)

// Idle

HG\_IDLE0 hgrunt/gr\_idle1

HG\_IDLE1 hgrunt/gr\_idle2

HG\_IDLE2 hgrunt/gr\_idle3

HG\_QUEST0 hgrunt/clik (t25) stay(e80) alert people clik(p120)

HG\_QUEST1 hgrunt/clik (t30) radio(e75) check, over clik(p120)

HG\_QUEST2 hgrunt/clik (t20) maintain lookout clik(p120)

HG\_QUEST3 hgrunt/clik(p110) (t30) squad, quiet(e75) down clik(p120)

HG\_QUEST4 hgrunt/clik(p120) (t30) hold position, clik

HG\_QUEST5 hgrunt/clik(p120) (t30) sweep(e80) that sector, clik(p120) clik(p120)

HG\_QUEST6 hgrunt/clik(p120) (t30) uhh, go tango sweep formation clik(p120) clik(p120)

HG\_QUEST7 hgrunt/clik(p120) (t30) echo(e75) mission is go clik(p120) clik(p120)

HG\_QUEST8 hgrunt/clik(p110) (t30) fire(e75) team, weapons(e75) check ok clik(p120) clik

HG\_QUEST9 hgrunt/clik(p110) (t30) fire(e75) team, objective foxtrot niner clik(p120)

HG\_QUEST10 hgrunt/clik (t30) ok(e75) mission, zero(e75) niner clik

HG\_QUEST11 hgrunt/clik (t30) squad, stay(e80) alert(e80) four freeman, over clik

HG\_ANSWER0 hgrunt/clik(p110) (t20) uhh roger(e75) that, clik(p120) clik

HG\_ANSWER1 hgrunt/clik(p120) (t10) yessir clik

HG\_ANSWER2 hgrunt/clik(p120) (t30) affirmative, sir clik

HG\_ANSWER3 hgrunt/clik (t30) negative clik(p120) clik

HG\_ANSWER4 hgrunt/clik(p105) (t30) roger clik

HG\_ANSWER5 hgrunt/clik(p105) (t30) ok control clik

HG\_ANSWER6 hgrunt/clik(p105) (t30) that(e75) is, uhh, affirmative clik

HG\_CLEAR0 hgrunt/clik(p130) (t30) all(e75) clear sir, clik

HG\_CLEAR1 hgrunt/clik (t30) bravo(e75) post, clear clik(p120)

HG\_CLEAR2 hgrunt/clik(p110) (t30) delta(e75) team, clear clik(p120)

HG\_CLEAR3 hgrunt/clik(p110) (t40) no sign hostiles sir, over clik(p120)

HG\_CLEAR4 hgrunt/clik (t30) no(e80) sign objective sir, over clik(p120)

HG\_CLEAR5 hgrunt/clik (t30) no(e75) movement this level clik(p120)

HG\_CLEAR6 hgrunt/clik(p120) (t28) sir, sector secure, over clik(p120) clik(p120)

HG\_CLEAR7 hgrunt/clik(p120) (t30) command(e75) post, team in position, over clik

HG\_CLEAR8 hgrunt/clik (t30) recon, in(e75) position, all quiet clik(p120)

HG\_CLEAR9 hgrunt/clik(p110) (t30) lookout(e90) post, all quiet, over clik(p110)

HG\_CLEAR10 hgrunt/clik (t40) sir, I(e80) here(e75) something clik

HG\_CLEAR11 hgrunt/clik(p120) (t30) sir, uhh, zero movement, over clik

HG\_CLEAR12 hgrunt/clik (t30) area secure sir, over clik(p120)

HG\_CHECK0 hgrunt/clik (t30) ok, check(e75) in clik

HG\_CHECK1 hgrunt/clik(p110) (t30) squad, are(e80) hostiles clear clik(p120)

HG\_CHECK2 hgrunt/clik (t30) check(e80) in people clik

HG\_CHECK3 hgrunt/clik (t30) lookout, check(e75) in clik(p110)

HG\_CHECK4 hgrunt/clik (t30) recon(e90) team, check(e80) in clik

HG\_CHECK5 hgrunt/clik(p130) (t30) movement check, over clik

HG\_CHECK6 hgrunt/clik (t30) check your zone, over, clik

HG\_CHECK7 hgrunt/clik (t30) everything(e85) ok(e75) there, clik(p130)

HG\_SUCKS hgrunt/hg\_sucks

HG\_CIVVIES hgrunt/hg\_civvies

// BASE COMPUTER

// countdown

CTR0 zero

CTR1 one second

CTR2 two

CTR3 three seconds

CTR4 four

CTR5 five seconds remaining

CTR6 six

CTR7 seven

CTR8 eight

CTR9 nine

CTR10 ten seconds remaining

CTR11 eleven

CTR12 twelve

CTR13 thirteen

CTR14 fourteen

CTR15 fifteen seconds remaining

CTR16 sixteen

CTR17 seventeen

CTR18 eighteen

CTR19 nineteen

CTR20 twenty seconds remaining

// doors, general

NA0 access denied

NA1 access is denied

NA2 unauthorized access

NA3 illegal access

NA4 this door is locked

NA5 unauthorized access

NA6 entry forbidden

NA7 entry not permitted

NA8 no unauthorized personnel

NA9 you do not have access to this facility

NA10 (p102) sorry, you may not enter

NA11 (p102) sorry, this door is locked

NA12 (p102) please, move away from this area

NA13 (p102) please, move away from door

NA14 (p103) you will not get in

NA15 (p103) entry is not an option

NA16 (p104) will we do this all day

NA17 (p104) move on immediately

NA18 (p105) no, no, and no(p80)

EA0 access granted

EA1 access permitted

EA2 entry granted

EA3 entry permitted

EA4 access authorized

EA5 entry is permitted

EA6 access authorized

EA7 access to facility, granted

EA8 access granted

// doors, security lockout

ND0 security lock is engaged

ND1 secure area, no entry

ND2 security lockout, no entry

ND3 secure door, no entry

ND4 security system in force

ND5 security system armed, no entry

ND6 door is secured

ND7 illegal access, move away

ED0 security lock disengaged

ED1 security clear, proceed

ED2 security lockout, released

ED3 secure override accepted

ED4 security access acknowledged

ED5 security system disengaged

ED6 door security disengaged

// blast doors

NF0 emergency blast door activated

NF1 emergency blast shield activated

NF3 the blast containment shield is down

EF0 emergency blast door, open

EF1 emergency blast shield, deactivated

EF3 blast containment shield is, open

// fire door

NFIRE0 fire containment door is down

EFIRE0 fire containment door, open

// chemical door

NCHEM0 chemical leak containment door activated

ECHEM0 chemical leak containment door, open

// radiation door

NRAD0 radiation containment door activated

ERAD0 radiation containment door, open

// generic containment door

NCON0 emergency containment door engaged

ECON0 emergency containment door disengaged

// broken locked door

NG0 sorry, this door is inoperative

NG1 sorry, door out of service

NG2 door damage detected, please call service personnel

// maintenance door

NH0 no access, maintenance area

NH1 no personnel permitted in maintenance area

EH0 maintenance area access granted

EH1 maintenance area door open

// turrets, defensive systems

T0 extreme hazard, defense system is armed in this zone

T1 hazard area, defense system activated

T2 danger, turret perimeter defense system armed

T3 extreme hazard, nearest defense system engaged

T4 danger, base defense turret system may power up

T5 danger, automatic defense system activated

// warnings

WE0 warning, high voltage cable

WE1 warning, high power cable

WE2 warning, electric shock hazard

WE3 warning, severe electric shock hazard

// danger

DR0 danger, radiation leak detected

DR1 danger, radiation hazard detected

DR2 danger, high radiation level detected

DR3 danger, severe radiation hazard, evacuate area immediately

DR4 danger, safety violation, extreme radiation level detected

DC0 danger, chemical leak, area now a high health hazard

DC1 danger, chemical coolant leak, health hazard zone

DC2 danger, chemical containment breach, all personnel evacuate this area

DC3 danger, supercooled chemical leak

DC4 danger, supercooled helium leak

DB0 danger, liquid biohazard leak in immediate area

DB1 danger, coolant leak, severe biohazard now in this area

DB2 danger, liquid biohazard released, evacuate area

DB3 danger, biohazard detected in immediate area

// training room

TR\_A three, two, one, deeoo(p110)

TR\_B deeoo(p110) (p102 t20) target system deactivated

// BARNEY

BA\_OK0 barney/teamup2

BA\_OK1 barney/dobettertogether

BA\_OK2 barney/imwithyou

BA\_OK3 barney/teamup1

BA\_OK4 barney/gladtolendhand

BA\_OK5 barney/letsgo

BA\_OK6 barney/letsmoveit

BA\_WAIT0 barney/helpothers

BA\_WAIT1 barney/iwaithere

BA\_WAIT2 barney/slowingyoudown

BA\_WAIT3 barney/illwait

BA\_WAIT4 barney/seeya

BA\_WAIT5 barney/standguard

BA\_HELLO0 barney/hellonicesuit

BA\_HELLO1 barney/howdy

BA\_HELLO2 barney/howyoudoing

BA\_HELLO3 barney/haybuddy

BA\_HELLO4 barney/hayfella

BA\_HELLO5 barney/heybuddy

BA\_HELLO6 barney/heyfella

BA\_QUESTION0 barney/beertopside

BA\_QUESTION1 barney/wayout

BA\_QUESTION2 barney/getanyworse

BA\_QUESTION3 barney/gladof38

BA\_QUESTION4 barney/workingonstuff

BA\_QUESTION5 barney/wayout

BA\_QUESTION6 barney/whatsgoingon

BA\_QUESTION7 barney/aintscared

BA\_QUESTION8 barney/nodrill

BA\_QUESTION9 barney/gettingcloser

BA\_QUESTION10 barney/youhearthat

BA\_QUESTION11 barney/crewdied

BA\_QUESTION12 barney/somethingmoves

BA\_QUESTION13 barney/thinking

BA\_QUESTION14 barney/missingleg

BA\_ANSWER0 barney/noway

BA\_ANSWER1 barney/ireckon

BA\_ANSWER2 barney/soundsright

BA\_ANSWER3 barney/yessir

BA\_ANSWER4 barney/youbet

BA\_ANSWER5 barney/yougotit

BA\_ANSWER6 barney/yup

BA\_ANSWER7 barney/dontaskme

BA\_ANSWER8 barney/dontbet

BA\_ANSWER9 barney/dontbuyit

BA\_ANSWER10 barney/dontfigure

BA\_ANSWER11 barney/dontguess

BA\_ANSWER12 barney/hardtosay

BA\_ANSWER13 barney/justdontknow

BA\_ANSWER14 barney/nope

BA\_ANSWER15 barney/nosir

BA\_ANSWER16 barney/cantfigure

BA\_ANSWER17 barney/maybe

BA\_ANSWER18 barney/notelling

BA\_ANSWER19 barney/bequiet

BA\_ANSWER20 barney/youtalkmuch

BA\_ANSWER21 barney/alreadyasked

// player is staring at scientist

BA\_STARE0 barney/yup

BA\_STARE1 barney/yessir

BA\_STARE2 barney/howyoudoing

BA\_STARE3 barney/heyfella

BA\_IDLE0 barney/whatisthat

BA\_IDLE1 barney/coldone

BA\_IDLE2 barney/guyresponsible

BA\_IDLE3 barney/bigmess

BA\_IDLE4 barney/luckwillturn

BA\_IDLE5 barney/bigplace

BA\_IDLE6 barney/targetpractice

BA\_IDLE7 barney/badfeeling

BA\_IDLE8 barney/ambush

BA\_IDLE9 barney/survive

BA\_IDLE10 barney/stophere

BA\_ATTACK0 barney/openfire(e50)

BA\_ATTACK1 barney/openfire(s50)

BA\_ATTACK2 barney/standback

BA\_ATTACK3 barney/whatisthat

BA\_ATTACK4 barney/diebloodsucker

BA\_ATTACK5 barney/aimforhead

BA\_HEAR0 barney/hearsomething

BA\_HEAR1 barney/icanhear

BA\_HEAR2 barney/soundsbad

BA\_SMELL0 barney/somethingdied

BA\_SMELL1 barney/somethingstinky

BA\_SMELL2 barney/stench

BA\_CUREA barney/checkwounds

BA\_CUREB barney/youneedmedic

BA\_CUREC barney/realbadwound

BA\_SCARED0 barney/donthurtem

BA\_SCARED1 barney/leavealone

BA\_WOUND0 barney/imhit

BA\_WOUND1 barney/hitbad

BA\_MORTAL0 barney/imdead

//If you shoot Barney:

BA\_SHOT0 barney/ba\_whoathere

BA\_SHOT1 barney/ba\_dotoyou

BA\_SHOT2 barney/ba\_watchit

BA\_SHOT3 barney/ba\_whatyou

BA\_SHOT4 barney/ba\_friends

BA\_SHOT5 barney/ba\_pissme

//When Barneys really pissed at you:

BA\_MAD0 barney/ba\_stepoff

BA\_MAD1 barney/ba\_iwish

BA\_MAD2 barney/ba\_uwish

BA\_MAD3 barney/ba\_somuch

BA\_MAD4 barney/ba\_endline

BA\_MAD5 barney/ba\_dontmake

BA\_MAD6 barney/ba\_tomb

//When Barneys killed something

BA\_KILL0 barney/ba\_gotone

BA\_KILL1 barney/ba\_another

BA\_KILL2 barney/ba\_buttugly

BA\_KILL3 barney/ba\_seethat

BA\_KILL4 barney/ba\_close

BA\_KILL5 barney/ba\_firepl

BA\_KILL6 barney/ba\_bring

//If you use Barney in Hazard Course

BA\_HAZ\_OK0 holo/tr\_ba\_use

//If you unuse Barney in Hazard Course

BA\_HAZ\_WAIT0 holo/tr\_ba\_unuse

//Barney in Hazard Course

BA\_LIGHTSON holo/tr\_ba\_lightson

//If you use Barney before the disaster

BA\_POK0 barney/ba\_post

BA\_POK1 barney/ba\_duty

BA\_POK2 barney/ba\_raincheck

BA\_POK3 barney/ba\_later

// if barney can't follow you

BA\_STOP0 barney/stop1

BA\_STOP1 barney/stop2

BA\_STOP2 barney/stop3

// SCIENTIST

SC\_OK0 scientist/excellentteam

SC\_OK1 scientist/fellowscientist

SC\_OK2 scientist/fine

SC\_OK3 scientist/hopeyouknow

SC\_OK4 scientist/leadtheway

SC\_OK5 scientist/letsgo

SC\_OK6 scientist/yesletsgo

SC\_OK7 scientist/yes3

SC\_OK8 scientist/alright

SC\_WAIT0 scientist/beenaburden

SC\_WAIT1 scientist/slowingyou

SC\_WAIT2 scientist/reconsider

SC\_WAIT3 scientist/whyleavehere

SC\_WAIT4 scientist/illwaithere

SC\_WAIT5 scientist/istay

SC\_WAIT6 scientist/illwait

// fail to follow player any more

SC\_STOP0 scientist/stop1

SC\_STOP1 scientist/stop2

SC\_STOP2 scientist/stop3

SC\_STOP3 scientist/stop4

// player is staring at scientist

SC\_STARE0 scientist/yees

SC\_STARE1 scientist/areyouthink

SC\_STARE2 scientist/noidea

SC\_HELLO0 scientist/hellothere

SC\_HELLO1 scientist/freemanalive

SC\_HELLO2 scientist/afellowsci

SC\_HELLO3 scientist/greetings2

SC\_HELLO4 scientist/hello

SC\_HELLO5 scientist/goodtoseeyou

SC\_HELLO6 scientist/newhevsuit

SC\_HELLO7 scientist/hellofromlab

SC\_HELLO8 scientist/inmesstoo

SC\_ANSWER0 scientist/notsure

SC\_ANSWER1 scientist/notcertain

SC\_ANSWER2 scientist/perhaps

SC\_ANSWER3 scientist/whocansay

SC\_ANSWER4 scientist/inconclusive

SC\_ANSWER5 scientist/theoretically

SC\_ANSWER6 scientist/whyaskme

SC\_ANSWER7 scientist/lowervoice

SC\_ANSWER8 scientist/ofcourse

SC\_ANSWER9 scientist/absolutely

SC\_ANSWER10 scientist/yes

SC\_ANSWER11 scientist/ibelieveso

SC\_ANSWER12 scientist/right

SC\_ANSWER13 scientist/imsure

SC\_ANSWER14 scientist/positively

SC\_ANSWER15 scientist/nodoubt

SC\_ANSWER16 scientist/yees

SC\_ANSWER17 scientist/ofcoursenot

SC\_ANSWER18 scientist/absolutelynot

SC\_ANSWER19 scientist/noo

SC\_ANSWER20 scientist/idontthinkso

SC\_ANSWER21 scientist/completelywrong

SC\_ANSWER22 scientist/cantbeserious

SC\_ANSWER23 scientist/dontknow

SC\_ANSWER24 scientist/ridiculous

SC\_ANSWER25 scientist/shutup

SC\_ANSWER26 scientist/noguess

SC\_ANSWER27 scientist/stopasking

SC\_ANSWER28 scientist/justasked

SC\_ANSWER29 scientist/repeat

SC\_QUESTION0 scientist/everseen

SC\_QUESTION1 scientist/needsleep

SC\_QUESTION2 scientist/areyouthink

SC\_QUESTION3 scientist/evergetout

SC\_QUESTION4 scientist/rightwayout

SC\_QUESTION5 scientist/cantbeworse

SC\_QUESTION6 scientist/rescueus

SC\_QUESTION7 scientist/fascinating

SC\_QUESTION8 scientist/stimulating

SC\_QUESTION9 scientist/luckwillchange

SC\_QUESTION10 scientist/hearsomething

SC\_QUESTION11 scientist/doyousmell

SC\_QUESTION12 scientist/uselessphd

SC\_QUESTION13 scientist/waithere

SC\_QUESTION14 scientist/survival

SC\_QUESTION15 scientist/headcrab

SC\_QUESTION16 scientist/goodpaper

SC\_QUESTION17 scientist/catchone

SC\_QUESTION18 scientist/dinner

SC\_QUESTION19 scientist/alientrick

SC\_QUESTION20 scientist/alienappeal

SC\_QUESTION21 scientist/rumorclean

SC\_QUESTION22 scientist/nothostile

SC\_QUESTION23 scientist/announcer

SC\_QUESTION24 scientist/smellburn

SC\_QUESTION25 scientist/noidea

SC\_QUESTION26 scientist/whatnext

SC\_IDLE0 scientist/ipredictedthis

SC\_IDLE1 scientist/containfail

SC\_IDLE2 scientist/chaostheory

SC\_IDLE3 scientist/howinteresting

SC\_IDLE4 scientist/neverseen

SC\_IDLE5 scientist/peculiarmarks

SC\_IDLE6 scientist/whoresponsible

SC\_IDLE7 scientist/nogrant

SC\_IDLE8 scientist/bloodsample

SC\_IDLE9 scientist/administrator

SC\_IDLE10 scientist/improbable

SC\_IDLE11 scientist/organicmatter

SC\_IDLE12 scientist/lambdalab

SC\_IDLE13 scientist/ihearsomething

SC\_NOGO scientist/dontgothere

SC\_MONST0 scientist/seeheadcrab

SC\_MONST1 scientist/importantspecies

SC\_HEAR0 scientist/ihearsomething

SC\_HEAR1 scientist/didyouhear

SC\_HEAR2 scientist/whatissound

SC\_SMELL0 scientist/somethingfoul

SC\_SMELL1 scientist/odorfromyou

SC\_SMELL2 scientist/peculiarodor

SC\_SMELL3 scientist/stench

SC\_WOUND0 scientist/iwounded

SC\_WOUND1 scientist/iwounded2

SC\_MORTAL0 scientist/iwoundedbad

SC\_MORTAL1 scientist/iwounded2

SC\_CUREA scientist/youlookbad

SC\_CUREB scientist/youwounded

SC\_CUREC scientist/youneedmedic

SC\_HEAL0 scientist/heal1

SC\_HEAL1 scientist/heal2

SC\_HEAL2 scientist/youneedmedic, letstrythis

SC\_HEAL3 scientist/youlookbad, holdstill

SC\_HEAL4 scientist/youwounded, letstrythis

SC\_HEAL5 scientist/heal3

SC\_HEAL6 scientist/heal4

SC\_HEAL7 scientist/heal5

SC\_PLFEAR0 scientist/whatyoudoing

SC\_PLFEAR1 scientist/canttakemore

SC\_PLFEAR2 scientist/madness

SC\_PLFEAR3 scientist/noplease

SC\_PLFEAR4 scientist/getoutofhere

SC\_PLFEAR5 scientist/sorryimleaving

SC\_FEAR0 scientist/nooo

SC\_FEAR1 scientist/startle2

SC\_FEAR2 scientist/startle1 nooo

SC\_FEAR3 scientist/dontwantdie

SC\_FEAR4 scientist/getoutalive

SC\_FEAR5 scientist/startle3

SC\_FEAR6 scientist/startle4

SC\_FEAR7 scientist/startle5

SC\_FEAR8 scientist/startle6

SC\_FEAR9 scientist/startle7

SC\_FEAR10 scientist/startle8

SC\_FEAR11 scientist/startle9

SC\_FEAR12 scientist/startle1

SC\_SCREAM0 scientist/sci\_fear1

SC\_SCREAM1 scientist/sci\_fear2

SC\_SCREAM2 scientist/sci\_fear3

SC\_SCREAM3 scientist/sci\_fear4

SC\_SCREAM4 scientist/sci\_fear5

SC\_SCREAM5 scientist/sci\_fear6

SC\_SCREAM6 scientist/sci\_fear7

SC\_SCREAM7 scientist/sci\_fear8

SC\_SCREAM8 scientist/sci\_fear9

SC\_SCREAM9 scientist/sci\_fear10

SC\_SCREAM10 scientist/sci\_fear11

SC\_SCREAM11 scientist/sci\_fear12

SC\_SCREAM12 scientist/sci\_fear13

SC\_SCREAM13 scientist/sci\_fear14

SC\_SCREAM14 scientist/sci\_fear15

SC\_SCARED0 scientist/whatyoudoing

SC\_SCARED1 scientist/stopattacking

SC\_SCARED2 scientist/youinsane

// predisaster scientist

SC\_PHELLO0 scientist/hellofreeman

SC\_PHELLO1 scientist/greetings2

SC\_PHELLO2 scientist/goodtoseeyou

SC\_PHELLO3 scientist/greetings

SC\_PHELLO4 scientist/hello

SC\_PHELLO5 scientist/hellothere

SC\_PHELLO6 scientist/freeman

SC\_PQUEST0 scientist/beverage

SC\_PQUEST1 scientist/statusreport

SC\_PQUEST2 scientist/tunnelcalc

SC\_PQUEST3 scientist/shakeunification

SC\_PQUEST4 scientist/correcttheory

SC\_PQUEST5 scientist/analysis

SC\_PQUEST6 scientist/purereadings

SC\_PQUEST7 scientist/newsample

SC\_PQUEST8 scientist/perfectday

SC\_PQUEST9 scientist/cascade

SC\_PQUEST10 scientist/delayagain

SC\_PQUEST11 scientist/softethics

SC\_PQUEST12 scientist/tunedtoday

SC\_PQUEST13 scientist/donuteater

SC\_PQUEST14 scientist/seencup

SC\_PQUEST15 scientist/hungryyet

SC\_PQUEST16 scientist/recalculate

SC\_PQUEST17 scientist/checkatten

SC\_PIDLE0 scientist/hideglasses

SC\_PIDLE1 scientist/weartie

SC\_PIDLE2 scientist/runtest

SC\_PIDLE3 scientist/limitsok

SC\_PIDLE4 scientist/asexpected

SC\_PIDLE5 scientist/thatsodd

SC\_PIDLE6 scientist/allnominal

SC\_PIDLE7 scientist/shutdownchart

SC\_PIDLE8 scientist/reportflux

SC\_PIDLE9 scientist/simulation

SC\_PIDLE10 scientist/hopenominal

//If you use Scientists in Hazard Course

SC\_HAZ\_OK0 holo/tr\_sci\_use

//If you unuse Scientists in Hazard Course

SC\_HAZ\_WAIT0 holo/tr\_sci\_unuse

//Scientists in Hazard Course

SC\_GOODWORK holo/tr\_sci\_goodwork

SC\_HARDLYNOTICE holo/tr\_sci\_hardlynoticed

SC\_NEXTSTATION holo/tr\_sci\_nextstation

//If you use Scientists before the disaster

SC\_POK0 scientist/sci\_alone

SC\_POK1 scientist/sci\_bother

SC\_POK2 scientist/sci\_busy

SC\_POK3 scientist/sci\_aftertest

SC\_POK4 scientist/sci\_somewhere

//miscellaneous useful scripts

SC\_LETYOUIN scientist/letyouin

SC\_OVERHERE scientist/overhere

// radio sounds

MRAD\_GETINPOS radio/com\_getinpos

MRAD\_GO radio/com\_go

MRAD\_REPORTIN radio/com\_reportin

MRAD\_FOLLOWCOM radio/com\_followcom

MRAD\_AFFIRM radio/ct\_affirm

MRAD\_BACKUP radio/ct\_backup

MRAD\_COVERME radio/ct\_coverme

MRAD\_ENEMYSPOT radio/ct\_enemys

MRAD\_FIREINHOLE radio/ct\_fireinhole

MRAD\_IMHIT radio/ct\_imhit

MRAD\_INPOS radio/ct\_inpos

MRAD\_POINT radio/ct\_point

MRAD\_REPRTINGIN radio/ct\_reportingin

MRAD\_CTWIN radio/ctwin

MRAD\_HOSDOWN radio/hosdown

MRAD\_LETSGO radio/letsgo

MRAD\_LOCKNLOAD radio/locknload

MRAD\_MATEDOWN radio/matedown

MRAD\_MOVEOUT radio/moveout

MRAD\_RESCUED radio/rescued

MRAD\_ROGER radio/roger

MRAD\_TERWIN radio/terwin

MRAD\_ENEMYDOWN radio/enemydown

MRAD\_ROUNDDRAW radio/rounddraw

MRAD\_ELIM radio/elim

MRAD\_GETOUT radio/getout

MRAD\_VIP radio/vip

MRAD\_BLOW radio/blow

MRAD\_BOMBDEF radio/bombdef

MRAD\_BOMBPL radio/bombpl

MRAD\_CLEAR radio/clear

MRAD\_FALLBACK radio/fallback

MRAD\_GOGOGO radio/com\_go

MRAD\_HITASSIST radio/fireassis

MRAD\_REGROUP radio/regroup

MRAD\_STICKTOG radio/sticktog

MRAD\_TAKEPOINT radio/takepoint

MRAD\_POSITION radio/position

MRAD\_CIRCLEBACK radio/circleback

MRAD\_FOLLOWME radio/followme

MRAD\_MEETME radio/meetme

MRAD\_STORMFRONT radio/stormfront

MRAD\_NEGATIVE radio/negative