

Modifying Play-By-Play Text Files

The text files included in the .EXE of Air Hockey 3D are used for the in-game play-by-play commentator and are completely customizable. Each line is a potential play-by-play announcement during a match. Below are the names of the different files and when they are used.

Block.txt – Used about every five times the puck hits a player’s mallet. Player value is the player whose mallet hit the puck.

Score.txt – Used whenever a player makes a score. Player value is the player that made the score.

Tie.txt – Used whenever a player makes a score that ties the scores. Player value is the player that made the score.

Random.txt – Used about every fifteen seconds. Player value is random.

Key symbols

The symbols contained in each possible response are translated during gameplay. Below is the list of all keywords and their translations.

\$ - Score of player 1

@ - Score of player 2

^ - Score of player value

* - Score of opposite of player value

- Player value

% - Opposite of player value

An example of these keywords in use would be something like these:

Random:

“The score is now @ to \$.”

“Can player # hold it together?”

Player 1 scores:

“Player # earns another point.”

“Player # boosts his score to ^.”

Player 1 ties the score:

“Player % is looking nervous.”

“Player # ties the score ^ to *.”