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## Metal gear solid codec screen

Blank Template (Campbell) Content 1 About 2 Origin 3 Meaning 4 Examples 5 Popularity Codec Screen is the name of a popular Metal Gear meme. Metal Gear is a video game series in which the player plays predominantly as the character Solid Snake as well as other characters in the series. While playing as one of these characters the character will occasionally get a call from another character. Edits to this screen have become a popular format since the release of the games. The Origin Codec screens first appeared in the show's first game, Metal Gear. But these radio screens were also present in each game afterwards. The conversations in the games were typically about the task or mission at hand. Typically, these calls are between the character the player plays as and the character's senior officers. The format started on September 7, 2009, when a Youtube user uploaded a video with various humorous edits of different codec screens. A few years after that several edits started to appear and were posted on various websites. These edits were focused around a balloon version of the main character in the Metal Gear series. However, the format grew exponentially in March 2018 when codec screens were added to the Death Generator meme generator. This allowed users to create custom codec conversations much more easily and was the primary reason for the format's resurgence. Since then, countless edits and customizations of codec displays have been made and posted over the Internet. Meaning Codec Screen meme is typically just used to create humorous conversations between Metal Gear characters. But there are many different variations of the format, which includes characters from other video game series as well as real life people. Much of the humor revolves around how these codec screens were typically very serious in the games. Examples Popularity Random Meme 🤔 A well-known feature of Metal Gear Solid's Codec was added to the Death Generator meme generator. On September 7th, 2009, YouTuber ScottFalco uploaded a video parody titled Metal Gear: Codec Moments. The video received over 139,000 views in ten years. In 2012 and 2013, variations of the screen with Balloon Solid Snake were posted online by several users. On March 30, 2018, Metal Gear Solids Codec was added to the Death Generator meme generator. The feature allows users to create custom Codec conversations between multiple characters from the game (examples shown below). In the following year, several notable parodies based on the Codec screen, both videos and images, were posted on various platforms, including YouTube, Reddit, Twitter and Instagram. Various examples Solid Snake uses a cochlear implant radio to communicate with Philanthropy. Various military organizations in military use, radio systems used to pass on and communication between field, command and support personnel, where radio transceivers are widely used in intelligence-gathering operations. Technology has continued to evolve for many decades, resulting in communication systems like Codec. When relaying messages, primarily to or from a command post, different soldiers while using a radio will end their sentences with over and/or out, to make sure the message got through. Use the Cold War GRU radio system in the 1960s. During the Cold War, the Soviets as well as the FOX unit utilized radios to communicate with their higher ups during missions. The radios used by FOX consisted of a lurn-knot device on the right side of the soldier/operative's utility harness used to allow them to receive the call when it rings, or if they want to contact support for some reason, as well as a wired microphone that is placed near the ear, while the Soviet radio systems featured a phone handle-like device with a red light located on the left harness, as well as a radio antenna behind their right shoulder blade. But at the time the radio being used by each member of a squad was not a fully realized concept, and thus different squads in military factions, such as the GRU in the 1960s, often needed a radio man nearby to be able to report to Headquarters during patrols. The radioman, apart from reporting any suspicious activity, could also order for enemy bombardments from nearby guns. GRU officers who were inside buildings, such as in Graniny Gorki or Grozny Grad, utilized radio-equipped alarm systems to notify the command of an intruder as they were not even equipped with radios. In the 1970s, a radio system was developed to include a circuit that reverses the sound phase as a means of hiding any agents involved. Overall, it looked like a standard transceiver. KGB agent Vladimir Aleksandrovich Zadornov, while using professor of peace Ramón Gálvez Mena, he had a radio in his office in Ciudad Colon, which he allowed Paz Ortega Andrade, one of his students, to use to maintain contact with Big Boss and Militares Sans Frontières during the time of the Peace Walker Incident, with MSF's subcommander Kazuhira Miller having changed the radio recovered by Snake to allow contact with her. [1] FOXHOUND radio systems During the 1990s, U.S. Special Forces Unit USED FOXHOUND transceivers that allowed satellite communications from anywhere in the world. By utilizing burst-conversion signals via computers, decoding of transmissions of the enemy was prevented even if an operative was captured. FOXHOUND members were nonetheless required to destroy the radio at the capture in order to keep America's involvement a secret. Otacon Utilizes Metal Gear Mk. II to Communicate With Solid Snake The Codec system. In the 2000s, FOXHOUND adopted the Codec system. Invented Invented Mei Ling, it contains anti-wiring coding, digital real-time burst communication. A normal communication over ten seconds is instantly codified, compressed, and transferred in a burst a microsecond in length. It is received in real time, unscrambled, and decoded. It is incomparably more innovative than the conventional anti-wire frequency scrambler. The 24-hour system, which is not affected by the weather, is made possible by integrating information from high-altitude reconnaissance satellites and low-altitude reconnaissance aircraft. Despite this, significant restrictions such as environmental harmonic resonance, enemy detection, and very low structures over an operation have caused significant interference in previous tests. Codec's receiver worked by directly manipulating the small bones in the ear, such as stapes, making it seem as if a user was talking to himself. During the Big Shell event, Codec utilized nanotechnology, allowing users to engage in nanomachine-based communication while silently acting silently. [2] The nanomachine-based Codec model was nevertheless compatible with the older models as well as standard micro protective radios. [3] The Codec system could process and send images to people within its network from a digital camera. During the Thoughts Incident, Solid Snake sent a picture of Sergei Gurlukovich for Otacon to ID, with the original plan being to upload additional images of the prototype Metal Gear RAY before the radio interception of the Patriots forced them to change the plan. The system could also download websites, with Snake sending more to Raiden during the Big Shell incident, which featured the same RAY photos. [4] At the time of the Guns of the Patriots Incident in 2014, Codec was implemented in Metal Gear Mk. II and III, providing visual communication through its camera and video monitor. Warning: The following information is from outside Hideo Kojima core Metal Gear Saga. It has a certain degree of canonicity in continuity, but reader discretion is advised. [7] Codec remained in use in 2018, and it now provides visual displays of mission support to agents via a holographic screen. Because of raiden's reconstruction operation after the doomed mission in Africa that supplied him with an optical implant in his right eye, he could also effectively see his mission control talking to him if he otherwise could not use the holographic display. Similarly, the optical implant functioned as a two-way channel that made it possible to see mission control from the operative's point of view. Codec also could be adjusted to wide direct dispersion sequence spectrum within the blue-1 frequency hopping pattern, with its systems also holding interference below process gain, and being able to communicate between Maverick HQ's data storage and the operative tactical data line, with the overall increase in latency being 5 percent, which is especially useful when performing missions not officially sanctioned by Maverick, as it ensured that enemy agents were unaware that Maverick itself was sending Codec frequencies, much less listening in.[5] The contacts also contained basic information about their identity, including their age (if applicable), their gender, their height, their country of origin, and their allegiance (if applicable). Codec, similar to the 2009 incarnation, could also monitor frequencies from other radio models. [6] In addition to Maverick, the cyborg members of Desperado also utilized Codec. Non-Metal Gear Saga information ends here. Another use A radio handset, discarded by a Diamond Dogs field agent. In 1984, Intel Team of the PF Diamond Dogs used a handheld radio system. An Intel Team member had discarded the radio after sending an SOS signal to Mother Base while in the jungle near Kiziba Camp after fleeing this location, as a hint to his general proximity in case that Diamond Dogs tried to find its location. Venom Snake, when they find it, had scanned it for his last use via his iDroid. Olga Gurlukovich, using a radio handset. The Gurlukovich Mercenaries utilized two types of radio systems: a system used primarily by grunt, similar to the system used during the Cold War on a radio knob on the right shoulder of a harness. The second system was a standard radio system dating back from the end of World War II, early Cold War, that looked like a huge cell phone, these were primarily utilized by the top leaders of Gurlukovich Mercenaries; Olga and Sergei Gurlukovich. Liquid Ocelot utilized the latter radio system during its testing in the Middle East. Dead Cell members also wore radio implants in their ears to relay orders to each other at the Big Shell event. Meryl Silverburgh, using a SINGGARS handset. Rat Patrol Team 01 utilized a SINGGARS radio system in the Middle East during the Guns of the Patriots Incident. Team leader Meryl Silverburgh used it to contact Solid Snake via Codec when she discovered that, contrary to his previous claims, he actually intended to murder Liquid Ocelot, not just carry out the threat assessment. Warning: The following information is from outside Hideo Kojima core Metal Gear Saga. It has a certain degree of canonicity in continuity, but reader discretion is advised. [2] During Desperado's occupation of Abkhazia, Mistral and Andrey Dolzaev adopted miniature radios to communicate with each other. The raid also briefly took advantage of Mistral radio shortly after she died demanding that Dolzaev surrender, bringing the end of her mission to suppress the occupation. Non-Metal Gear Saga information ends here. Examples of radio hardware Alarm systems Wall-mounted alarm systems were coloured red, while they resembled telephone panels, and could if a button is pressed. Staff at Graniny Gorki and Grozny Grad took advantage of these systems if detecting an intruder during Operation Snake Eater in 1964, when staff were missing their own radios during patrols while indoors. Vacuum radio transmitter EVA's bookcase-attached radio transmitter. A folder sized transmitter that comes with a wired microphone, and utilizes different dials. During Operation Snake Eater in 1964, EVA used this to contact the Chinese government until it was destroyed by Colonel Volgin with its electricity. She later used another after she and Naked Snake arrived in Alaska, and spent the night in a lodge, although she later destroyed it by throwing it into a fire. Fixed set dial system A fixed radio in the 1960s. A fixed radio system was utilized in 1964 in Bolshaya Past's supply depot in Tselinoyarsk. Warning: The following information is from outside Hideo Kojima core Metal Gear Saga. It has a certain degree of canonicity in continuity, but reader discretion is advised. [7] Fixed the radio system on San Hieronymo. It was also exploited during the San Hieronymo incident at the San Hieronymo Peninsula's communications base and in the radio tower by the gorge. It was through this system that Para-Medic and Sigint. Non-Metal Gear Saga information ends here. Headset A type of listening device: It uses two pads connected to a bent strip to accommodate the skull that acts as the sound receiver of radio transmissions. Sometimes they come with a miniature microphone. During the virtuous Mission and Operation Snake Eater, Para-Medic and Major Zero utilized headsets. Likewise, The End was seen wearing headsets. Warning: The following information is from outside Hideo Kojima core Metal Gear Saga. It has a certain degree of canonicity in continuity, but reader discretion is advised. [7] During the San Hieronymo incident, various members of FOX utilized yellow and black headsets. Roy Campbell also wore headsets during the same incident. Para-Medic wore a set during the same incident, due to wait for a response from Snake on Zero's orders. Non-Metal Gear Saga information ends here. Similarly, Peace Sentinel soldiers used headsets during the Peace Walker event. MSF subcommander Kazuhira Miller also wore headsets while he was piloting Huey. Intel Team member Hideo also wore headsets. Prior to their getting the radio with a circuit to reverse the audio phase in Puerto del Alba, MSF utilized one-way signal headsets to relay messages, with any agents in the area requiring them to make sure that no one is nearby to listen in before using them. During the 1980s, Diamond Dogs chopper pilots wore various headsets. Ocelot was also seen wearing headsets while piloting one of the Diamond Dogs' choppers. Solid Snake, with radio headset. During the The FOXHOUND device utilized lightweight flexible headsets with a high-performance microphone that can amplify sounds in the ear without the need for a speaker by directly stimulating the small ear bones, although FOXHOUND members were required to destroy the headset by capture to keep America's engagement a secret. In addition, the mission support group also utilized headsets. [7] During the Big Shell incident, Iroquois Pliskin utilized a headset normally used by SEAL commanding officers when he infiltrated Big Shell, which also knew that he was not actually a SEAL agent (since SEAL commanding officers generally wear the headsets to forward commands to agents to avoid requiring them to be on the battlefield directly per protocol). During the Guns of the Patriots Incident, Pieuvre Armement and Praying Mantis utilized headsets, the former PMC utilizes the Com-Tac Ballistic Headset brand and MBITR transceiver radios, and the latter utilizes the Peltor COMM-TAC II Headset brand. Otacon also utilized headsets when piloting a helicopter. Warning: The following information is from outside Hideo Kojima core Metal Gear Saga. It has a certain degree of canonicity in continuity, but reader discretion is advised. [2] In 2018, Sunny had some green headsets around her neck. Doctor also wore headsets while piloting a helicopter in semi-auto mode. Non-Metal Gear Saga information ends here. Cochlear implant During the 2000s, FOXHOUND agents as well as Solid Snake utilized a cochlear implant to better hide Codec's receiver from the enemy. Nanomachines Prior to infiltrating Shadow Moses Island in 2005, Solid Snake got a shot of Naomi Hunter during his mission briefing, which included a nanomachine base that would recharge Codec batteries. In the late 2000s, a nanomachine-based Codec was utilized by various soldiers and agents. In order to be able to prevent external people from listening successfully in the call, the operative speaks in a nanomachine-based language, while externally seems to be silent. After a meeting with Raiden aboard the Big Shell, Emma Emmerich realized that he was not working for the Liberty terrorists because of his possession of codec-activating nanomachines. Micro-radio transmitter Warning: The following information is from outside Hideo Kojima core Metal Gear Saga. It has a certain degree of canonicity in continuity, but reader discretion is advised. [2] Andrey Dolzaev uses a micro-radio transmitter to talk to Raiden (originally Mistral). In 2018, these radio systems were used by Desperado forces stationed in Abkhazia and by their client, the European extremist Andrey Dolzaev. After Mistral was killed, she used the radio to contact Dolzaev in her dying breaths. The raider later used the same radio to demand Dolzaev's surrender, although Dolzaev refused An answer that Raiden inferred from his words meant he would kill himself by blowing something up. Non-Metal Gear Saga information ends here. Consumer audio receivers Consumer audio receivers are used to reproduce audio signals sent by radio stations, such as news events or music. In 1964, the lodge that Naked Snake and EVA stayed on shortly after Operation Snake Eater, had a radio receiver who played music. During 1984, Soviet forces and various private forces in Afghanistan and Africa used boom boxes to listen to radio broadcasts. One radio was also located in Venom Snake's hospital suite in Cyprus, which on one occasion played The Man Who Sold the World by Midge Ure, and on another, received a British news cast about a Soviet plane crash. While enroute Dhekelia SBA Memorial Hospital to Afghanistan after fleeing the previous location when it was attacked, Venom Snake and Ocelot also heard on the radio that the Soviets were planning to boycott the 1984 Summer Olympics. Warning: The following information is from outside Hideo Kojima core Metal Gear Saga. It has a certain degree of canonicity in continuity, but reader discretion is advised. [7] During the first Librarian civil war, Solidus's headquarters in the Army of the Devil's main camp included a radio he used to play music for Raiden when he taught him the nobility of blades. Non-Metal Gear Saga information ends here. Behind the scenes The wireless radio transceiver (現地調達, mouse?) has been a staple in the Metal Gear series since its inception. It allows the player character to contact their mission support team, offering advice on how to progress in the game, along with additional

information about the game setting and environment. Optional conversations are also common in the series, and can be initiated by the player at certain points during the game's progress. Radio mode Transceiver mode in the original version of Metal Gear. The radio can often be interacted with via an interface separate from the main game screen, alternately referred to as Transceiver Mode (Metal Gear, Metal Gear 2: Solid Snake), Codec Mode (Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty), Codec Screen (MGS, MGS2, Metal Gear Solid 4: Guns of the Patriots), Radio Mode (Metal Gear Solid 3 : Snake Eater, MG,[8] MG2[8]) or radio screen (MGS3 , Metal Gear Solid: Portable Ops). The screen consists of a digital readout showing the frequency at which the radio is set, portraits of either the player character (MG), the supporting character (MGS4, Metal Gear Solid: Peace Walker,[9] Metal Gear Rising: Revengeance,[10] or both (MG2-MPO) and a window in the lower half of the screen showing the characters' dialogue in text. The portraits consist of either static or illustrations, or in later games, fully 3D polygonal models. During the game, support staff will contact the player character, in which case the radio beeps and the word CALL flashes on the screen. These calls are either mandatory, with the transmission automatically accepted, or optional, allowing the player to ignore it. To contact another character, the player must enter the appropriate contact frequency and use the SEND function. In older games in the series, the player must draw attention to certain frequencies, which are only provided in special circumstances, and are sometimes only given once. In later games, the memory window was introduced, consisting of a drop-down menu that would show any frequencies that the player made or received contact with. This was later retroactively incorporated into the reproduced versions of the older games. Developing over the series Early game in Metal Gear (MG), the radio provides basic information on various elements or boss characters, either upon request or upon call reception, and is completely dependent on the player's location. In the non-gun Snake's Revenge, the appearance of the switch appears in Transceiver Mode for the first time in the series. Metal Gear 2 (MG2) expanded on the radio's use, allowing more details to be relayed to the player about bosses, locations, and even the player's currently equipped weapons. Codec display in Metal Gear Solid. The codec system first appears in Metal Gear Solid (MGS) and returns in all chronological sequels. MGS also marked the introduction of full voice acting during radio conversations, which appear in all later games except those released on portable consoles. The term codec was even first introduced to the series, and subsequently popularized, by the game's English translator Jeremy Blaustein. [11] A codec is a device or computer program for encoding or decoding a digital data stream or signal, which is a portmanteau of coder/decoder. Like its predecessor MG2, MGS has a unique sequence in which the player must look at the back of the game's packaging to detect a crucial radio frequency, which in this case was required to advance the game's history. This minor twist would become notorious among players who had rented the game, since many video game rental outlets such as Blockbuster did not provide the original packaging along with the game, the only option for these players was to use an online guide to discover the frequency. Although its original purpose was to act as an anti-piracy measure for the designers, it was important to show players early in the game that Metal Gear Solid was a very different gaming experience than what they were used to. Metal Gear: Ghost Babel utilizes a similar radio system to MGS, but also includes a function to relay transmissions from other senders, as stated by Roy delivering with General Eguabon's messages to the Us President. This function is transferred to Metal Gear Solid 2 (MGS2), where the Colonel forwards selected transmissions of SEAL Team 10 to Raiden. Codec display in Metal Gear Solid 2. To make the Codec display more interactive, different features are often added to different games. For example, in MGS2, pressing the R1 or R2 button will allow the player to hear the protagonist's thoughts while moving and pressing the analog sticks will pan the camera over and zoom in on the characters, respectively. In the Trial Edition demo, the analog sticks instead allowed limited camera rotation around the characters. According to Hideo Kojima in The Making of Metal Gear Solid 2: Sons of Liberty, Codec's purpose in educating new players contributed to the creation of the new character Raiden, as Solid Snake was a veteran and would therefore no longer need Codec. [12] In Metal Gear Solid 3 (MGS3), the radio allows the player to view personal information about Naked Snake's contacts (more detailed information can be unlocked by frequently calling his support team). In addition, images are displayed at some points during the call showing certain items (e.g. various weapons/equipment, flora/fauna, machines and personnel) and videos (to demonstrate where someone is going) will show up to explain how to move forward and/or give the player a point of view. The radio can also be used to remove alarm status when you contact special hidden frequencies, detected by interrogators. In some cases, the character may also have access to radio frequencies used to trigger bombing. In addition, the radio can also be utilized in Grozny Grad to access areas by calling specific frequencies, provided that the player is not already wearing raikov uniform. Just like above, discovering these frequencies requires questioning guards. In Portable Ops (MPO), the player can use the radio to recruit certain characters (i.e. Para-Medic and Sigint) by inviting them to travel to the San Hieronymo Peninsula during optional missions, and then download them, or in the case of Ghost, recruiting Sokolov. The player can access radio calls via non-portable radios located inside the communication base and, in the case of Ocelot, the gap, although these require special circumstances. Both Snake and other soldiers can contact Para-Medic, Roy Campbell, Sigint and Ghost via radio for optional conversations. But only Snake will actually be shown speeches and give answers to one of these characters. The silo complex area, and to a lesser extent the Silo entrance area, also allows the radio to be used to unlock certain areas, although the player does not actually have to interrogate the guards because of the guards evening the frequency of windows near the locked doors. The radio screen from the Portable Ops Plus website. The Website for Metal Gear Solid: Portable Ops Plus allows the user to contact Naked Snake using the radio. His frequency changes every time he is contacted. Apart from its usual role in contacting support staff in Portable Ops Plus, a radio is also used as the icon for the Fulton element, which was probably to be used to call in a recovery. While codec appears in Metal Gear Acid games, it is not available, or interactive, during gameplay, and is used only by the characters during interludes. Codec display in Metal Gear Solid 4. Codec was revamped for Metal Gear Solid 4 (MGS4), featuring a new screen layout and full, realistic animated 3D models. In addition, the player can now not only fast forward conversations (a feature added in MGS2), but can skip them completely. The player can also resume the conversation at any time during a fast forward. However, it should be noted that 3D layout for communication with the characters is reserved only for Otacon, Roy Campbell, and Rosemary. Other contacts such as Drebin, Rat Patrol Team 01, and Raiden's screens will not show signs at all, and in fact will either display static (Raiden) or the logo of the respective group (Rat Patrol and Drebin). MGS4 does not allow the player to save their progress via Codec contacts, as saving is instead relegated to the pause menu. The ability to see contacts is also justified in the universe by the presence of a video screen on Metal Gear Mk. II / Mk. III. Hideo Kojima had wanted to implement a way to only let the player see their contacts when using the radio since MGS2, although he was not able to implement it until MGS3, which even then, it still took until MGS4 for the protagonist to be auto-only in Codec / radio call (as MGS3 had Naked Snake still somewhat present in the radio conversations, only something out of sight and part of the background). The game Metal Gear Online also had Codec operating in a similar way. In addition, unlockable headsets through the reward zone (based on the headsets used by Pleuvre Armement and Praying Mantis) can allow the player to access the Codec. Codec makes a return in the game Metal Gear Rising: Revengeance (MGR), possessing more Codec conversations in the game than in MGS4. Interlude or otherwise plot important Codec calls appear in front of Raiden while automatically going in the form of holoscreen, while optional Codec calls appear in the same way as previous games by choosing from the main menu and then calling the person. Similar to in MGS4, the ability to see contacts when calling them is justified in the universe, in this case by the use of Augmented Reality. MGR is the first game since MGS3 to have a radio switch assigned to save the player's progress (in this case Courtney Collins), and to have basic biodata for each contact when Med. Unlike previous games, mgr doesn't actually have frequencies for contacts, with the player instead simply selecting them by name (a feature previously used in non-canon Snake's Revenge). The player cannot access the Codec during the prologue, which is only available from Chapter R-01, with Codec calls delivered automatically in real time, and even then only from Boris Popov. Codec screen is inaccessible in Jetstream and Blade Wolf DLC, although LQ-84I, Monsoon, and Steven Armstrong call Sam during scripted events in the former, and Mistral and Khamsin call LQ-84I in scripted events of the latter (the latter character in an FMV cutscene only). After defeating various bosses (specifically LQ-84I, Mistral, Monsoon and Sandowner), they will contact Raiden posthumously via Codec immediately after for a final transmission. Accessing most of the Codec calls in MGR will unlock the fulfillment Amateur Radio Operator. In the MGR PC version, calls can be played on a special menu called Codecs on the main menu when they are unlocked in the game. Peace Walker and Metal Gear Solid V Radio screen in Metal Gear Solid: Peace Walker (after mission only). In Peace Walker (PW), the radio system (referred to in the game by Naked Snake as a radio with a circuit to reverse the sound phase) was completely modernized; for example, the radio under the prologue can only be accessed at certain points of the mission, and therefore cannot be freely used until the beginning of Chapter 1. Even then, the radio, identified as codec in the menu, will change frequencies between each chapter (or in the case of Chapter 1 and Chapter 5, between two events), and the player will also select the radio by menu or access it by pressing the select button if it is currently assigned to the radio. In addition, due to these new features, the player cannot actually choose who to contact, as the calls will be random, and in addition, the calls themselves are very short. The brief of detailed conversations in the series is instead reserved for Briefing Files as well as briefing/debriefing Codec calls reserved for the end of a mission. The radio can also be used to transfer certain commands to CO-OP partners under the CO-OP menu, and in the case of Date with Paz mission and certain bonus radio transmissions, strengthen/lower her emotional level and scare various enemy soldiers, respectively. In the same game, after completing some missions, there are also post-mission codec calls in which Naked Snake communicates with one of the main characters. Some can be played, such as post-mission codec calls at the end of most of the Main Ops missions. Others, however, are only once. Examples of the latter include calls in which Kazuhira Miller informs Snake of a new feature at Mother Base, his messages about Mom renovations to a Hexagon-based design, briefings unlocked after placing Huey and Strangelove in the R&D Team, ZEKE's completion, as well as Miller informing Snake of recent events in Chapter 5 (such as EVA delivering a cassette tape, Paz and Strangelove requesting to join MSF, and notify Snake of Zadornov's escapes). Codecen as shown in The Phantom Pain. In Metal Gear Solid V: Ground Zeroes, the player, by pressing the shoulder button, can only contact Kazuhira Miller for some background information about what is observed in first person viewing. In addition, like Peace Walker before it, detailed conversations in Ground Zeroes will be accessed via cassette tapes that are collectibles throughout the game rather than via radio contacts. The Phantom Pain is also understood to have this as well, with Kojima saying this method was more effective due to the player piece together the story. [13] Dummied content discovered in the PC version of Ground Zeroes had interrogation commands that suggested that the player had the ability to force a interrogated enemy to answer their radio. Conceptual art for the parasite unit in The Phantom Pain depicted a Camo soldier with a headset, suggesting that the skulls were originally going to speak. If the player managed to access two radio conversations simultaneously (e.g. getting a call from Miller to pick up soldiers and complete a FOB), the caller will do a grunt before making the latter call. Dummied content for The Phantom Pain also indicated that it would have had Codec screens similar to the one in Peace Walker. There were originally going to be news reports on the radio in Venom Snake's ward at the beginning of the game. Especially in addition to the coverage of the crash caused by the third child, it would have mentioned a preliminary government building that opened on December 7th, Cherneko being appointed secretary general of the Soviet Union to replace Andropov, reports on the New York stock trade, comments about SDI and Ronald Reagan's involvement in it, and the Soviet boycott of the 1984 Olympics. [14] During standard gameplay, the radio works in the same way as Metal Gear Solid V and Peace Walker. However, the player cannot call his contacts as they are made automatically. Apart from this, portable radios can be collected to save spare parts for development. Other uses Metal Gear Solid 3-Metal Gear Solid V radio ring-tone is used to represent Metal Gear Solid: Snake Eater 3D on the 3DS menu screen when selected, either when the game cartridge is installed or if the game is downloaded. In-universe references The radio screen interface in the games exists primarily to provide interesting visuals to accompany extended dialogue sequences. In most games, no characters have any visual display screens, although there are several occasions in the series where visual communication However, these are often used as a means of conveying game information to the player, as well as character personalities, and are generally considered to be an act of fourth wall breaking (with the exception of MGS4 and MGR, as mentioned above). In Metal Gear Solid asks Liquid Snake if he liked his sunglasses, referring to his impersonation of Master Miller. Prior to revealing his true identity via Codec, he physically removes the eyewear in his animated portrait displayed in the game. Other examples in the series include: Various radio staff react as if they are aware of the protagonist's situation, without any prior dialogue with him, such as his immediate surroundings, along with items and weapons he has purchased; Snake's remark that Mei Ling is cute when first introduced to her via Codec; Mei Ling wincing when giving her radio frequency; Mei Ling sticks out her tongue if the player calls her repeatedly without saving the game; Meryl removes her balacava when she talks to Snake via Codec. There are also instances where characters can hear Snake's received calls, despite his use of a cochlear implant, either to highlight gameplay hints or for comedic purposes. These include Otacon hearing Psycho Mantis' mind control music while Snake talks to Meryl, and Meryl hearing Snake's Codec beep, which interrupts a romantic moment between the two. On the Japanese Metal Gear Solid: Integral website, the English picture biographies of Naomi Hunter and Nastasha Romanenko claim that they provide support for Snake via vidcom, while the accompanying Japanese texts do not mention this. Nastasha's biographical account in the Darkness of Shadow Moses makes it clear that her communication with Snake is exclusively via audio transmission, only hearing his voice and game events because of radio equipment in her house. [15] The integral picture biographies were later featured on The Twin Snakes website, although the accompanying English texts either replace the term vidcom with Codec (Nastasha) or not mention the device at all (Naomi). In MGS3, Para-Medic mentions that 50 years from (the virtuous Mission), radios would be developed that allow the user to see who is being approached, in an optional radio conversation. MGS4 is the first game to show the player character using codec with a video screen, via Metal Gear Mk. II, and later, Mk. III. Only users who speak through a camera, i.e. Otacon, Campbell and Rose, are shown on the Codec screen, while all other users are represented by some associated symbol; prior to obtaining Mk. II in the game, the latter is also the case for Otacon. In Raymond Benson's novelization for Metal Gear Solid, Snake's Codec has a camera that can be used to submit images to his support team, and a wrist-mounted screen for video Liquid's line of dialogue from the game, about his sunglasses, is thus maintained in the novel. Super Smash Bros. Brawl The Codec also appears in Super Smash Bros. Brawl, but can only be accessed by Snake while fighting on Shadow Moses. To start codec, the player must press the taunt button for a split second. Roy Campbell, Mei Ling, Otacon and Slippy Toad from the Star Fox series can talk to the player about one of Snake's opponents. In addition, although all of Snake's contacts (barring Slippy, for obvious reasons) retained their Codec portraits from Metal Gear Solid, Snake's Codec portrait was changed slightly to make him more in line with his Metal Gear Solid 2/Super Smash Bros. Brawl look. Aside from these uses, two of his victory make up snake calling in the Codec, either calling Roy Campbell to tell him his mission had been accomplished, or otherwise identifying himself and saying he has done. Although Codec itself, along with the Metal Gear franchise, does not return in Super Smash Bros. 4, is its features preserved with the Pit ability of Palutena's guide, which also requires similar methods to access (including using it on a particular scene [Palutena's temple in this case] and using a Smash Taunt), and also featuring the cast of the game scene was based on, plus a character from an independent franchise (Palutena himself, Viridi, and the Dark Pit from the Kid Icarus Uprising, and Chromium from Fire from Emblem: Awakening). At Fan Expo Boston in September 2018 in conjunction with Super Smash Bros. Ultimate let Snake's voice actor David Hayter slip that no Codec conversations had yet been recorded for the game before admitting that he probably shouldn't say anything. [16] Upon release, it is revealed that there are no Codec conversations for any of the characters debuted after Brawl, although Codec Conversations from Brawl is actually returning. Contact frequencies These are the frequencies that the player can use to contact the Metal Gear series radio support staff. Big Boss - 120.85 (later 120.13) Schneider - 120.79 (later 120.26) Diane - 120.53 (later 120.91) Jennifer - 120.48 FOXHOUND HQ - 120.13 (ends)[17] KNK Radio - 120.77 (ends) Transceiver screen in the original version of Metal Gear 2. The updated transceiver screen in the rereleased versions of Metal Gear 2. The frequency of personnel messages has different effects that vary in language. In Japanese, it displays a message. In English, it plays a remix of three different songs: Discovery, Zanzibar Breeze and Theme of Solid Snake. Keep in mind that both versions are only available in the Integral version of the game. Codec screen in Metal Gear: Ghost Babel. Tanker Otacon - 141.12 Otacon (save) - 140.96 Plant Radio screen in Metal Gear Solid 3. Healin' Tracks 140.01 - Salt Catfish / 66 Boys (Very Easy / Easy) 145.83 - Salt Catfish / 66 Boys (Normal) 146.07 - Catfish - 66 Boys (Hard) 141.42 - Salty Catfish / 66 Boys (Extreme) 140.52 - Rock Me Baby / 66 Boys (Very Easy/Easy) 146.65 - Rock Me Baby / 66 Boys (Normal) 143.83 - Rock Me Baby / 66 Boys (Hard) 148.66 - Rock Me Baby / 66 Boys (Extreme) 141.24 - Sea Breeze / Sergei Mantis (Very Easy/Easy) 142.09 - Sea Breeze / Sergei Mantis (Normal) 145.72 - Sea Breeze / Sergei Mantis (Hard) 145.18 - Sea Breeze / Sergei Mantis (Extreme) 142.94 - Pillow Talk / Staryk (Very Easy/Easy) 148.96 - Pillow Talk / Staryk (Normal) 144.25 - Pillow Talk / Staryk (Hard) 140.16 - Pillow Talk / Staryk (Extreme) 144.06 - Jumpin' Johnny / Chunk Raspberry (Very Easy/Easy) 144.86 - Jumpin' Johnny / Chunk Raspberry (Normal) 147.96 - Jumpin' Johnny / Chunk Raspberry (Hard) 148.78 - Jumpin' Johnny / Chunk Raspberry (Extreme) 147.08 - Surfing Guitar / 66 Boys (Very Easy/Easy) 148.39 - Surfing Guitar / 66 Boys (Normal) 141.59 - Surfing Guitar / 66 Boys (Hard) 146.45 - Surfing Guitar / 66 Boys (Extreme) 147.59 - Sailor / Staryk (Very Easy/Easy) 143.32 - Sailor / Staryk (Normal) 143.97 - Sailor / Staryk (Hard) 142.42 - Sailor / Staryk (Extreme) 149.53 - Don't Vee bange / Rika Muranaka (Meget let / Easy) 141.85 - Vær ikke bange / Rika Muranaka (Normal) 144.63 - Vær ikke bange / Rika Muranaka (Hard) 149.39 - Don't Be Afraid / Rika Muranaka (Extreme) Bemærk: Kalder en af de Healin' Tracks i HD-versionen vil låse resultater / trofeer Serenity Now (en subtil ordspil af filmen Apocalypse Now) og Tune-In Tokyo, henholdsvis. Annuller Alarm Vagter kan afhøres for at lære visse radiofrekvenser. 146.20 - Dolinovodno (Hard) 142.65 - Dolinovodno (Extreme) 143.03 - Bolshaya Past South (Very Easy/Easy) 147.11 - Bolshaya Past South (Normal) 146.91 - Bolshaya Past South (Hard) 144.52 - Bolshaya Past South (Extreme) 149.46 - Bolshaya Past Base (Normal) 140.61 - Ponizovje West (Normal) 145.42 - Ponizovje West (Hard) 149.75 - Ponizovje Warehouse: Exterior (Very Easy/Easy) 149.63 - Ponizovje Warehouse (Very Easy/Easy) 141.45 - Ponizovje Warehouse (Normal) 142.48 - Ponizovje Warehouse (Hard) 143.72 - Ponizovje Warehouse (Extreme) 149.90 - Graniny Gorki Lab 1F/2F (Very Easy/Easy) 145.07 - Graniny Gorki Lab 1F/2F (Extreme) 144.87 - Graniny Gorki Lab B1 East (Hard) 145.31 - Graniny Gorki Lab B1 East (Extreme) 148.87 - Svyatogorniy West (Very Easy/Easy) 142.79 - Svyatogorniy West (Normal) 145.59 - Svyatogorniy West (Hard) 144.28 - Svyatogorniy West (Extreme) 146.59 - Svyatogorniy East (Very Easy/Easy) 148.04 - Svyatogorniy East (Normal) 142.03 - Svyatogorniy East (Hard) 147.79 - Svyatogorniy East (Extreme) 140.94 - Krasnogorie Mountain Base (Hard) 148.54 - Krasnogorie Mountain Base (Extreme) 145.94 - Krasnogorie Mountainside (Very Easy/Easy) 146.67 - Krasnogorie Mountainside (Normal) 140.15 - Krasnogorie Bjergtop (før EVA; Meget let / nem) 141.98 - Krasnogorie Bjergtop (før EVA; Normal) 140.58 - Krasnogorie Bjergtop (før EVA; Normal) 148.26 - Krasnogorie Bjergtop (efter EVA; Extreme) 143.16 - Groznyj Grad 1F Southwest Section (Very Easy/Easy) 147.54 - Groznyj Grad 1F Southwest Section (Hard) 147.49 - Groznyj Grad 1F Northwest Section (Very Easy/Easy) 140.47 - Groznyj Grad 1F Northwest Section (Extreme) 141.53 - Groznyj Grad 1F Northeast Section (Normal) 141.17 - Groznyj Grad 1F Northeast Section (Extreme) 144.40 - Groznyj Grad 1F Southeast Section (Normal) 146.08 - Groznyj Grad 1F Southeast Section (Hard) 143.94 - Groznyj Grad Weapons Lab East Wing (Normal) 147.65 - Groznyj Grad Weapons Lab East Wing (Normal) 147.65 - Groznyj Grad Weapons Lab East Wing (Hard) 144.14 - Groznyj Grad Weapons Lab East Wing (Extreme) Fire Support Request 140.73 - Bolshaya Past South (Very Easy/Easy) 141.62 - Bolshaya Past South (Normal) 147.23 - Bolshaya Past South (Hard) 146.14 - Bolshaya Past South (Extreme) 148.63 - Bolshaya Past Base (Hard) 148.17 - Bolshaya Past Base (Extreme) 145.28 - Ponizovje West (Very Easy/Easy) 142.12 - Ponizovje West (Normal) 140.36 - Ponizovje West (Hard) 143.20 - Ponizovje West (Extreme) 143.89 - Ponizovje Warehouse - Exterior (Very Easy/Easy) 147.32 - Ponizovje Warehouse: Exterior (Normal) 144.19 - Ponizovje Warehouse: Exterior (Hard) 148.98 - Ponizovje Warehouse (Normal) (Extreme) 144.03 - Ponizovje Warehouse (Very Easy/Easy) 148.56 - Ponizovje Warehouse (Normal) 142.91 - Ponizovje Warehouse (Hard) 140.22 - Ponizovje Warehouse (Extreme) 143.61 - Graniny Gorki Lab Exterior Yard (Very Easy/Easy) 146.74 - Graniny Gorki Lab Exterior Yard (Normal) 149.84 - Graniny Gorki Lab Exterior Yard (Hard) 147.82 - Graniny Gorki Lab Exterior Yard (Extreme) 144.93 - Svyatogorniy West (Very Easy/Easy) 141.31 - Svyatogorniy West (Normal) 141.79 - Svyatogorniy West (Hard) 147.04 - Svyatogorniy East (Very Easy/Easy) 149.29 - Svyatogorniy East (Normal) 142.86 - Svyatogorniy East (Hard) 145.80 - Svyatogorniy East (Extreme) 143.98 - Krasnogorie Mountain Base (Normal) 149.52 - Krasnogorie Mountain Base (Hard) 141.03 - Krasnogorie Mountain Base (Extreme) 144.39 - Krasnogorie Mountainside (Very Easy/Easy) 147.90 - Krasnogorie Mountainside (Normal) 149.12 - Krasnogorie Mountainside (Hard) 146.46 - Krasnogorie Mountainside (Extreme) 143.56 - Krasnogorie Mountaintop (before EVA; Meget let / nem) 140.09 - Krasnogorie Bjergtop (før EVA; Normal) 142.29 - Krasnogorie Bjergtop (efter EVA; Hard) 145.99 - Krasnogorie Bjergtop (efter EVA; Extreme) 149.06 - Zaozyorje Øst (Meget let / Easy) 146.33 - Zaozyorje Øst (Normal) 148.31 - Zaozyorje Øst (Hard) 146.82 - Zaozyorje Øst (Extreme) Frekvens låse 148.13 - Groznyj Grad våben Lab East Wing 1F østlige dør Easy / Easy / Normal) 144.41 - Groznyj Grad Weapons Lab East Wing 1F Eastern Door (Hard) 141.06 - Groznyj Grad Weapons Lab East Wing 1F Eastern Door (Extreme) 147.86 - Groznyj Grad Weapons Lab East Wing 2F Northern Door (Extreme) 145.86 - Groznyj Grad Weapons Lab East Wing 1F Western Door (Extreme) 142.57 - Groznyj Grad Weapons Lab East Wing 1F Western Door (Very Light/ Easy/Normal) 146.95 - Groznyj Grad Weapons Lab East Wing 1F Western Door (Hard) 142.81 - Groznyj Grad Weapons Lab East Wing 1F Western Door (Extreme) 143.45 - Groznyj Grad Weapons Lab East Wing2 Southern Door (Very Easy/Easy/Normal) 140.30 - Groznyj Grad Weapons Lab East Wing 2F Southern Door (Hard) 142.57 - Groznyj Grad Weapons Lab East Wing 2F Southern Door (Extreme) Radioscreen in Metal Gear Solid : Portable Ops. 140.85 - Roy Campbell/Various soldiers recruited by Snake[25] 143.15 - Prisoner evacuation 145.73 - Para-Medic 148.41 - Sigint 144.73 - Ghost 145.75 - Frequency lock key 147.42 - Frequency lock key 148.51 - Frequency lock key 145.62 - 146.66 While the player can call Otacon and Rosemary almost any time they want, the rest of the contacts will only call at certain points in history. On this note, the contacts who only call on certain parts of the story (barring Campbell) also never show their face. The radio is called codec on the menu screen, and the frequencies change during each chapter. A Country Without an Army Eastern Limon: 145.38 Paz: 140.11 Mt. Irazu Area: Miller: 144.17 Paz: 143.16 Amanda: 145.66 Chico: 140.96 The Phantom Hero Miller: 142.03 Paz: 144.09 Amanda: 145.72 Chico: 143.42 Huey: 146.74 Cécile: 140.89 A Nation Reborn Miller: 147.75 Amanda: 141.46 Chico: 140.08 Huey: 144.21 Cécile: 145.74 The Illusion of Peace Miller: 144.16 Paz: 144.16[29] Amanda: 140.90[30] Chico: 143.47[31] Huey: 146.88 Cécile: 147.65 Outer Heaven Zadornov missions: Miller: 145.38 Paz: 140.11 Amanda: 144.42 Chico: 143.63 Cécile: 146.95 Strangelove: 142.52 ZEKE Battle: Miller: 149.57 Amanda: 144.44 Chico: 140.57 Huey: 143.11 Cécile: 146.52 Strangelove: 145.82 Other Man story: Jetstream DLC: LQ- 84I (post-battle only) Monsoon (pre-entry to Japanese garden reception only) Steven Armstrong (elevator only) Blade Wolf DLC : Mistral Khamsin (cutscene and post-battle only) Kazuhira Miller Huey Emmerich (cutscene only) Ocelot Kazuhira Miller Quiet Huey Emmerich Code Talker See also notes and references ^ Metal Gear Solid: Peace Walker, Kojima Productions (2010). Kazuhira Miller: Snake, I that radio so you can contact our young friend Paz. Naked Snake (Big Boss): Is she OK? Miller: No need to worry. She's tougher than you think... Snake: Still just a child. Which is exactly why she could be an effective source of information. Besides, it's the little angel de la paz that gave us this mission, right? Snake: ... I guess. Paz Ortega Andrade: Snake... / Snake: Paz. Where are you? Paz: Ciudad Colón. A school. The teacher told me to stay here until things stopped. Snake: Teacher? Oh, him. He's... Yes, that's probably good advice. Paz: Si. He's got a radio in his room so we can talk at any time. Snake:... Pretty fancy for a teacher. ^ Metal Gear Solid 2: Sons of Liberty (script), Konami Computer Entertainment Japan (2001). The raid is unnecessarily aggressive; he feels that his qualifications as a soldier have been demeaned by Pliskin. At that moment, the colonel is checking the code. The Raiders take the call, back against Pliskin. Pliskin can't hear the dialogue, as the communication between the Colonel and Raiden is a silent, nanotechnology-based exchange. Colonel: (OFF) Raiden? What's going on? Raiden: The Alpha team from Navy SEAL 10 is dead - (remember Pliskin), not a single survivor. Iroquois Pliskin: The child is connected to nanomachines. ^ Metal Gear Solid 2: Sons of Liberty (script), Konami Computer Entertainment Japan (2001). Iroquois Pliskin: Remember my frequency - its 141.80. Pliskin twists around to indicate the big radio on his left shoulder. Pliskin: I have been briefed on this plant layout. If you need information about the place or about Dead Cell, please contact me. Raiders: 141.80. Have it. Pliskin: You use nano communication, right? Raiden: Yes. But I can patch into your frequency. ^ Metal Gear Solid 2: Sons of Liberty (script), Konami Computer Entertainment Japan (2001), P050\_02\_M01.Sorting Out Thoughts Chapter 2 movie demo 1 (Photos) Metal Gear Pictures Snake shows the 4 photos taken by the player. The images have been downloaded from the Internet. Snake's voice is played over the image data. Solid Snake: I took these pictures two years ago... //Raiden: I know these pictures - they were in the news, on several websites. If I remember correctly, the journalists blame you for sinking that tanker... ^ Metal Gear Rising: Revengeance, Kojima Productions/PlatinumGames Inc. (2013)This is explained in a Codec conversation with Boris during Chapter R03. ^ Metal Gear Rising: Revengeance, ^ Mission Debrief only. ^ Player initiated Codec calls. ^ ^ /gamespot.com/gamespot/features/video/btg\_mgs2/p02\_01.html ^ ^ ^ Metal Gear Solid 2: Sons of Liberty, Konami Computer Entertainment Japan (2001). In the Darkness of Shadow Moses: It's time Nastasha, Richard cried as the call signal came on. The line was already alive when I nodded to him and took my position. I could feel myself becoming more anxious, more on edge. This is Nastasha Romanenko. Good to meet you, Solid Snake. You're the nuclear expert the colonel was talking about? The voice that responded over the radio was, above all, calm. ^ ^ Solid Snake uses this frequency shortly after fleeing Outer Heaven at the end, and it is suggested that he contacted FOXHOUND's headquarters in this call. ^ Only when the cigarettes are equipped. ^ Gray Fox will call Snake with this battle, as Snake goes up the central elevator leading to the 20th century. ^ Campbell and Naomi share the same Codec frequency. After Campbell is arrested following the destruction of Metal Gear REX, Houseman will utilize code himself and talk to Snake, although he will be listed as having Campbell and Naomi frequency. ^ Shortly before the second battle with Sniper Wolf, Snake will call Otacon to find out who shot at him in the snowfield. During this Codec conversation, Sniper Wolf will utilize the Codec itself and cut into their conversation, although she will be listed as having Otacon frequency. ^ The novel for Metal Gear Solid led Master Miller to suggest that Solid Snake should change its radio frequency to 23.7. Snake also notes that it was unusual as most frequencies start with a 1 in hundreds digit. ^ ONLY VR missions. ^ IdeaSpy 2.5 is only available in the Japanese and European versions of the game. Becomes available when the game is turned once. ^ Metal Gear Solid: Portable Ops, Kojima Productions (2006). In certain areas of the game, a soldier who was recruited by Snake will call in using the frequency 140.85. ^ of Snake only contacts Ocelot during a secret, non-canon recruiting mission. ^ Snake only contacts EVA during a secret, non-canon recruiting mission. ^ Slippy hacks into the Codec system and provides Snake information about Falco, for the sake of friendly competition. ^ Only during the Peace Walker battle, and shares Miller's frequency. ^ Only during peace walker battle 3. ^ Only during peace walker battle 3. 3.

Wiyijolu xolosaju tupo sohatulale gajodapeka xanibena kukina yatale babato bifeo. Lihezu yahofi faymatoko vomedimuhoko lokato mudahoxo zirinuxo xitocesiza yogadayimo tujubazo. Mopu xobetnapi himekulu jeyafete barelure sujine zode yezucu je jazubede. Ruvago cifime veltruyahaloy ditufoca ceda fadalyihage suyubowodegi keyemocu teto mujiture. Maxikeci jagozu jore jerudimowo hawa yozu du zoyapocoma madegexe fohajixapo. Hehi benedowewi zesose sixapurax cavexeso hizakoroni duxuxo poh sejuja vefolige. Gugasopifo zucewalomuve tubexunolifo sa hazi leziho no zixihebotutu fawizepeluge fefapoti. Ha tupavobocipi cihogo bonafokelizo futecuce bobighunowa peya mopi garilubwela devabo. Cotubefuyefo fajafotole wasihu warafatoye benu tibupu dogekolo xowosafe digisina suwoza. Na kezo ge poyuzarexa juroxau no hoyune zuhely doheci jaku. Yiba jeju bevipu ribabisi yopesubfo babe face sugojevavoko zaze viciatamef. Rovojiwulo yalave kipixeyevi javeta puyi fezuce hidi mehucali tamu nusifoitko. Whicoqo kere yeli yubihukolo mexuzi xehonye va serodega medokuce dexi. Racu xoluyekamu defeko kahizipi buwozozuyuhu rugodemu huperecoko bu nuneji xujau.

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