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Subject: Re: Chat and comms

Posted by [Xylaquin](#) on Thu, 08 Feb 2024 14:42:41 GMT

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Unstoppable wrote on Wed, 07 February 2024 20:01 But it is up to servers, and players won't be able to have these modifications as a client modification.

That makes sense, because if some players were to have the improved chat and some didn't that would not be fair on the ones who don't. So the server should enforce the same de-cluttered chat for everyone.

Unstoppable wrote on Wed, 07 February 2024 20:01 MPF and ReneWars supports Discord for voice communication, and Rencorner uses TeamSpeak.

The problem with Discord/TeamSpeak is that only those who have investigated a server's voice channels and care to go through setting it up can speak to one another.

Plus you presumably have to move yourself into the correct team each time the map changes, and how do you stop the other team listening in?

Whereas modern games which have their own chat built in sort all this out, and most crucially everyone that joins the server is automatically hears the voicechat for their team (unless the opt to mute it).

I'm not suggesting implementing an in-built voicechat system into Renegade though, I think de-cluttering the text chat should take priority since everyone uses text chat.