Subject: Re: Chat and comms
Posted by Xylaquin on Sun, 02 Mar 2025 09:38:40 GMT
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Played in a 70 player match last night. Surprisingly we managed to co-ordinate a succesful stank rush!

Even with half those players I still think we need to segregate the kill feed from the chat feed. Co-ordinating in Renegade usually involves typing your plan in all caps or using a script to copy/paste it multiple times into the chat so that people see it.

With the release the source code, I wonder if voice chat could be add to the game... when voice chat is handled by the game itself things like discord/TS are no longer be required, it's no longer the case that a few people have voice chat: everyone playing would be able to listen to the plans/speak by default.

Failing that, I hope server owners implement the chat segregation!