Posted by Chronojam on Mon, 24 Oct 2005 18:56:58 GMT
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What I always wanted to see was subject/predicate commands.

Ctrl+
1 Defend
2 Attack
3 Mine
4 Destroy
5 Repair
6 Look out for
7 Affirmative
8 Negative
9 Me
0 Superweapon at
etc etc

Alt+
1 the harvester
2 the base
3 the defenses
4 the heavy forces
5 the light forces
6 the infantry
7 the power plant
8 the refinery
9 the factory
0 the barracks

Ctrl+Alt
1 Group with
2 Move out
3 Fall back
4 Focus on my target
5 Snipers!
6 Base infiltrated
7 Ready
8 Hold position
9 Out of the way
0 Thanks

There's always the tab key. Tab, control-tab. Avoid shift, because shift means walk slowly If I'm walking slowly and want to shift to my shotgun, I don't want to suddenly tell my team "Tank incoming".

Thanks, out of the way, snipers could be changed around. Snipers for example could be Admiral

Ackbar saying IT'S A TRAP (not really) or how about, "The other route". La la driving into the Nod base-- oh no, he's not going down the ramp? The other route! Oh look, Nod forces are coming in the main gate. Not a problem. Oh shit, lookit the other side of the base... Defend The other route! Would work for tunnels of course, or normal passages. Your team could figure out what you mean based on where you are. If they're with you and you say it, they know to go the other way.

You wouldn't always need to pair things up. Instead of saying just "move out" to indicate driving to enemy base, you could say "attack" to mean to actually go in there and not wait. Or attack the base defenses, so they know a target.