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Subject: Re: Anti-Typekilling Idea

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 15 Feb 2008 04:20:54 GMT

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About having the indicator above your head when you're typing, that's not the best idea.

It was like that in Jedi Knight 2, and it was abused to hell. People would join servers, run to the field just to type/talk to each other rather than play. If they were killed, kicks and bans were initiated.

Just play when you're ingame. Don't resort to typing unless you're in your base or a safe area - it's a strategic thing, to communicate when you're safe rather than unsafe. Renegade never required THAT much typing, just basics (apc inc, stank rush, med rush, brb, etc)

If you're just talking to a friend, hop on teamspeak.

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