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Subject: Re: Pause-menu chatlog

Posted by [saberhawk](#) on Sat, 09 Aug 2008 03:28:10 GMT

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Dthdealer wrote on Fri, 08 August 2008 21:26 Would it be possible to replace the client's pause screen with a large text field containing their chatlog? It would make viewing past messages a lot easier than having to go back to base and use the tedious chatlog there, which scrolls to the bottom every time someone posts a message.

Currently the pause menu is just 4 512x512 textures containing a reference on what each building does and a few key shortcuts.

No. Use the existing chatlog feature. Just bind a key to 'ChatHistory' via keycfg or keys.cfg

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