

---

Subject: Chat and comms

Posted by [Xylaquin](#) on Wed, 07 Feb 2024 19:31:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I tried searching to see if this has been discussed before but came up blank.

Unless I'm mistaken, the predominant manner of coordinating with your team and communicating in Renegade is still text and the voice commands.

But the chat is all jumbled together with server messages, EVA announcements and kill info.

How easy would it be to update Renegade to separate these things so that only chat appears in the usual place? There must be some way of cleaning things up- perhaps something the next scripts could consider looking into? Then server owners could choose what shows and where.

Personally I don't even see a need for the kill info, I mean if I kill someone I'll see/hear it.

Short of adding built-in voice comms to Renegade, removing all the excess info from the chat stream would mean everyone can communicate more effectively and minimise the amount of times people don't notice plans or messages.

---