
Subject: Anti-Typekilling Idea

Posted by [Spyder](#) on Thu, 14 Feb 2008 20:55:00 GMT

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I'm getting sick of all those typekillers out there, so I had an idea for prevention. Or let's say some ideas.

1. Place a green exclamation mark above the players head while typing. When he/she gets shot, the typekiller will get the same damage dealt to the one typing.
2. Same as above, but then the typekillers weapon will be disabled for 10 seconds.

Post your own ideas here, I figured out it can be done with server side coding, so don't come with any impossible ideas.

Subject: Re: Anti-Typekilling Idea

Posted by [IronWarrior](#) on Thu, 14 Feb 2008 20:57:09 GMT

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TCUSniper wrote on Thu, 14 February 2008 14:55 I'm getting sick of all those typekillers out there, so I had an idea for prevention. Or let's say some ideas.

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2. Same as above, but then the typekillers weapon will be disabled for 10 seconds.

Post your own ideas here, I figured out it can be done with server side coding, so don't come with any impossible ideas.

I know a better idea, stop typing in the battlefield, you deserve to die if you do.

Subject: Re: Anti-Typekilling Idea

Posted by [jnz](#) on Thu, 14 Feb 2008 21:11:08 GMT

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TCUSniper wrote on Thu, 14 February 2008 20:55 I figured out it can be done with server side coding

No it can't, without edits to the client.

Like Ironwarrior said, don't type in the battlefield otherwise you should die.

Subject: Re: Anti-Typekilling Idea
Posted by [=HT=T-Bird](#) on Thu, 14 Feb 2008 21:42:19 GMT
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Typekilling is a fact of life in Renegade. Simply don't let it get to you. I usually don't terribly mind it because sniping ISN'T my life (unlike some members of these forums)!!!

Subject: Re: Anti-Typekilling Idea
Posted by [Genesis2001](#) on Thu, 14 Feb 2008 21:48:52 GMT
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Firstly, yes RoShamBo would be right. It would require client-side coding.
Secondly, yea it is annoying for type killers, but it's not that big of a deal. However...

TCUSniper wrote on Thu, 14 February 2008 13:551. Place a green exclamation mark above the players head while typing.

I do like that idea, minus the dealing damage to the shooter....

~Zack

Subject: Re: Anti-Typekilling Idea
Posted by [mr£ÄŞÄ-z](#) on Thu, 14 Feb 2008 22:13:00 GMT
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1. Type !afk
 2. Type your Message
 3. Type !back
-

Subject: Re: Anti-Typekilling Idea
Posted by [Sn1per74*](#) on Thu, 14 Feb 2008 22:24:46 GMT
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If you do that though, people will press F2 real quick when getting shot at...

Subject: Re: Anti-Typekilling Idea
Posted by [Yrr](#) on Thu, 14 Feb 2008 22:42:28 GMT
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I like the way it's done in Quake. Simply show a chatting icon above the soldier while he is typing/in console and do nothing else.

I think that's enough and that type kills shouldn't be forbidden.

Subject: Re: Anti-Typekilling Idea

Posted by [mrÅ£Å\\$Å-z](#) on Thu, 14 Feb 2008 22:46:08 GMT

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Sn1per74* wrote on Thu, 14 February 2008 16:24If you do that though, people will press F2 real quick when getting shot at...
100 / 100 Points.

Subject: Re: Anti-Typekilling Idea

Posted by [reborn](#) on Thu, 14 Feb 2008 23:30:22 GMT

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You could make a character un-able to take damage while typing, you could set a flag over there head, you could apply the damage to the shooter instead or even teleport them to a safe place whilst typing, then send them back when they're done.

All of these things can, and would be exploited.

Subject: Re: Anti-Typekilling Idea

Posted by [Spoony](#) on Fri, 15 Feb 2008 00:00:03 GMT

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TCUSniper wrote on Thu, 14 February 2008 14:55I'm getting sick of all those typekillers out there, so I had an idea for prevention. Or let's say some ideas.

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Post your own ideas here, I figured out it can be done with server side coding, so don't come with any impossible ideas.

what kind of idiot complains because he chose to stop and type in the middle of the battlefield?

Subject: Re: Anti-Typekilling Idea

Posted by [JeepRubi](#) on Fri, 15 Feb 2008 01:14:38 GMT

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"God damn it! Why do these people keep shooting at me? Can't they see I'm on the phone!?"

Subject: Re: Anti-Typekilling Idea
Posted by [Genesis2001](#) on Fri, 15 Feb 2008 01:17:53 GMT
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Spoony wrote on Thu, 14 February 2008 17:00TCUSniper wrote on Thu, 14 February 2008 14:55I'm getting sick of all those typekillers out there, so I had an idea for prevention. Or let's say some ideas.

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Post your own ideas here, I figured out it can be done with server side coding, so don't come with any impossible ideas.
what kind of idiot complains because he chose to stop and type in the middle of the battlefield?

Good point.

We need more teamspeak/ventrilo usage! lol It saves from having to type so much! lol

~Zack

Subject: Re: Anti-Typekilling Idea
Posted by [havoc9826](#) on Fri, 15 Feb 2008 01:43:44 GMT
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Yrr wrote on Thu, 14 February 2008 14:42I like the way it's done in Quake. Simply show a chatting icon above the soldier while he is typing/in console and do nothing else.

I think that's enough and that type kills shouldn't be forbidden.
Whitedragon tried that in Black-Cell almost two years ago (when you talked, a green brain icon appeared above your head), but it kept crashing the server.

Subject: Re: Anti-Typekilling Idea
Posted by [Yrr](#) on Fri, 15 Feb 2008 01:56:39 GMT
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havoc9826 wrote on Fri, 15 February 2008 02:43Yrr wrote on Thu, 14 February 2008 14:42I like the way it's done in Quake. Simply show a chatting icon above the soldier while he is typing/in console and do nothing else.

I think that's enough and that type kills shouldn't be forbidden.
Whitedragon tried that in Black-Cell almost two years ago (when you talked, a green brain icon appeared above your head), but it kept crashing the server.

client+server side?

Subject: Re: Anti-Typekilling Idea
Posted by [havoc9826](#) on Fri, 15 Feb 2008 02:33:15 GMT
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Afaik he tried it serverside only, as he does with the majority of stuff in Dragonade (certain things require client scripts to work fully, but I'm not sure about this one). However, you'd have to ask him directly to be sure. Send him a PM and see if he's even touched this since then.

Subject: Re: Anti-Typekilling Idea
Posted by [BlueThen](#) on Fri, 15 Feb 2008 02:39:26 GMT
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Get two keyboards and grow a third arm.

Problem solved.

Subject: Re: Anti-Typekilling Idea
Posted by [Genesis2001](#) on Fri, 15 Feb 2008 02:48:28 GMT
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Originally Blue wrote on Thu, 14 February 2008 19:39: Get two keyboards and grow a third arm.

Problem solved.

Or...Get teamspeak, a microphone, and get over mic-fright.

~Zack

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.

Subject: Re: Anti-Typekilling Idea
Posted by [bisen11](#) on Fri, 15 Feb 2008 04:26:50 GMT
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reborn wrote on Thu, 14 February 2008 18:30 You could make a character un-able to take damage while typing, you could set a flag over there head, you could apply the damage to the shooter instead or even teleport them to a safe place whilst typing, then send them back when they're done.

All of these things can, and would be exploited.

Obby seems to prefer to shoot soldiers more than tanks. Have one invincible typing GDI guy and have a bunch of tanks roll in, lol.

Subject: Re: Anti-Typekilling Idea
Posted by [Veyrdite](#) on Fri, 15 Feb 2008 05:05:07 GMT
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Just have a radio command that signifies that the user can't type right now as he/she is in the middle of a battle. That way if someone is talking to someone all of a sudden, they can notify the other player that they can't chat at the moment, e.g. a flamer is kebab-ing that player.

Subject: Re: Anti-Typekilling Idea
Posted by [crazfulla](#) on Fri, 15 Feb 2008 09:59:20 GMT
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I missed the part where Renegade was a chatroom. Or a messenger service. Or a message board. Or....

Subject: Re: Anti-Typekilling Idea
Posted by [Yrr](#) on Fri, 15 Feb 2008 12:11:43 GMT
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So you want players to walk back to their base first and then send a team chat message "stanks inc wf side"?

A chat icon is the best idea I think, but only for player's goodwill to not attack the chatter. It should never be penalized to kill chatters.

Subject: Re: Anti-Typekilling Idea
Posted by [Goztow](#) on Fri, 15 Feb 2008 12:31:43 GMT
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If u type, u gain the advantage of telling your team what's happening. There must also be a risk assigned to this advantage to even things up.

Subject: Re: Anti-Typekilling Idea
Posted by [Spooky](#) on Fri, 15 Feb 2008 12:56:26 GMT
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Yrr wrote on Fri, 15 February 2008 06:11 So you want players to walk back to their base first and then send a team chat message "stanks inc wf side"?
you decide what's more important; staying alive or letting your team know about the threat to your base.

if there was a stank rush about to happen and I wasn't in a position to do much about it, I'd WANT to be killed so I could actually help against it.

Subject: Re: Anti-Typekilling Idea
Posted by [Sir Kane](#) on Fri, 15 Feb 2008 13:06:47 GMT
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A chat icon would be a nice who-to-kill indicator.

Subject: Re: Anti-Typekilling Idea
Posted by [Spyder](#) on Fri, 15 Feb 2008 13:34:21 GMT
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Ok I see everyone agrees with the icon idea. After reading the replies I figured out the penalties weren't such a good idea. I think the icons can be done. The idea is related to the veteran system which shows a medal above the player. A simple edit to the scripts.dll should make it possible for either client and server, now we only need someone to code it.

Subject: Re: Anti-Typekilling Idea
Posted by [Sir Kane](#) on Fri, 15 Feb 2008 13:40:40 GMT
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An icon would be dumb. All it would do it indicate who's easy to kill.

Subject: Re: Anti-Typekilling Idea

Posted by [Hitman](#) on Fri, 15 Feb 2008 15:34:55 GMT

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Spoony wrote on Thu, 14 February 2008 19:00TCUSniper wrote on Thu, 14 February 2008 14:55I'm getting sick of all those typekillers out there, so I had an idea for prevention. Or let's say some ideas.

1. Place a green exclamation mark above the players head while typing. When he/she gets shot, the typekiller will get the same damage dealt to the one typing.
2. Same as above, but then the typekillers weapon will be disabled for 10 seconds.

Post your own ideas here, I figured out it can be done with server side coding, so don't come with any impossible ideas.

what kind of idiot complains because he chose to stop and type in the middle of the battlefield? agreed lol, this kind of shit can only come from a retard like tcusniper 8-| moron

Subject: Re: Anti-Typekilling Idea

Posted by [cheesesoda](#) on Fri, 15 Feb 2008 22:02:01 GMT

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Anybody thinking that there should be some indication of who is typing is a moron. Sorry, as it's been said a few times, if you're stupid enough to type while in the open, you deserve to die. It's not a chat room, so you have to be smart about communicating with your team. Do you see soldiers on real battlefields going, "HEY, DON'T SHOOT AT ME! I'M CALLING IN FOR REINFORCEMENTS!?" Of course, you don't because it would make absolutely no sense to.

If you don't want to be typekilled, be smart and do it when you are in no danger of being killed. You beat the enemy by playing smarter than they are. Standing out in the open while typing is hardly what someone should consider to be a smart tactic.

Subject: Re: Anti-Typekilling Idea

Posted by [The Executor](#) on Thu, 21 Feb 2008 20:31:39 GMT

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JeepRubi wrote on Thu, 14 February 2008 19:14"God damn it! Why do these people keep shooting at me? Can't they see I'm on the phone!?"

I actually got 59 kills on this one person like that because they were afk.

Subject: Re: Anti-Typekilling Idea
Posted by [Starbuzz](#) on Thu, 21 Feb 2008 20:59:38 GMT
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TCUSniper wrote on Thu, 14 February 2008 14:55 I'm getting sick of all those typekillers out there, so I had an idea for prevention.

There's the answer right there and it will sound like some old cliché but it's true: prevention is better than cure.

There are only 2 situations in which I type:

- 1) Warn my team of inbound threats
- 2) LOL @ some incredibly funny "Rene-moment"

Sometimes I save the laugh for later if I know there are threats around. I don't press F2 and type my shit while standing on the bridge in City_Flying with a Sakura picking up Orcas when I know there might be a Havoc on the other end. If you want to do so and want a chat icon, LOL I have nothing more to say! C'mon!

Also try to be short but descriptive of what you type. Like "STNKS INC LEFT!" I recommend typing warnings in all caps just to get attention from the team.

If it is too late, well I hope you have some C4 handy so you can kill yourself and repair your buildings or team vehicles in time.

Subject: Re: Anti-Typekilling Idea
Posted by [R315r4z0r](#) on Fri, 22 Feb 2008 02:50:06 GMT
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No, it can be exploited. If you're in a 1 on 1 battle and you are about to lose, all you have to do is stop and open up the type menu and the other guy would get damaged.

It is only type killing. If you stop to type in the middle of the field, you deserve to die.

In fact I purposely try to kill people who are typing in the middle of the field.

Subject: Re: Anti-Typekilling Idea
Posted by [Starbuzz](#) on Fri, 22 Feb 2008 03:42:34 GMT
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R315r4z0r wrote on Thu, 21 February 2008 20:50
In fact I purposely kill people who are typing in the middle of the field.

And I PM those who b*tch about it with LOL's and taunts after killing them.

Subject: Re: Anti-Typekilling Idea
Posted by [Genesis2001](#) on Fri, 22 Feb 2008 04:56:22 GMT
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R315r4z0r wrote on Thu, 21 February 2008 19:50No, it can be exploited. If your in a 1 on 1 battle and you are about to lose, all you have to do is stop and open up the type menu and the other guy would get damaged.

Not that I totally agree with this anti-type killing idea but I like the idea of the icon letting people know that you're typing. but the idea of if you have the chat box open and the shooter gets damaged for shooting you while you have the chat box open is not....hmmm what's that word....fair(I guess).

R315r4z0r wrote on Thu, 21 February 2008 19:50It is only type killing. If you stop to type in the middle of the field, you deserve to die.

True.

R315r4z0r wrote on Thu, 21 February 2008 19:50In fact I purposely kill people who are typing in the middle of the field.

I seriously lol'd at this. xD

~Zack

Subject: Re: Anti-Typekilling Idea
Posted by [Jerad2142](#) on Mon, 25 Feb 2008 15:35:22 GMT
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Set it up so you would have to type "holdononeseconclamtyping/spamming" you would then become invincible and be unable to move or shoot, then after you sent one more message you would have to type "holdononeseconclamtyping/spamming" again to do it again (there would also be some sort of indicator above your head to let people know not to waist their ammo. The long message that is required would be needed to keep people from just pushing f2 every time they came up against and enemy. After sending you message the game could keep you from moving or shooting for 60 seconds, that way you couldn't just camp waiting for some one to walk by and then drop your message to take a shot with the rail gun at them.

Subject: Re: Anti-Typekilling Idea
Posted by [CarrierII](#) on Mon, 25 Feb 2008 21:21:37 GMT

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Jerad Gray wrote on Mon, 25 February 2008 15:35 Set it up so you would have to type "holdononeseconclamtyping/spamming" you would then become invincible and be unable to move or shoot, then after you sent one more message you would have to type "holdononeseconclamtyping/spamming" again to do it again (there would also be some sort of indicator above your head to let people know not to waist their ammo. The long message that is required would be needed to keep people from just pushing f2 every time they came up against and enemy. After sending you message the game could keep you from moving or shooting for 60 seconds, that way you couldn't just camp waiting for some one to walk by and then drop your message to take a shot with the rail gun at them.

Your "phrase-of-choice" is unfair on non-native English speakers.

TBH, Goztow / Spooky / anyone else who pointed out that typing is a dangereous thing to do is right, and the reward is the information you provide your team with, such as "stanks inc WF side"

Edit - typos / formatting

Subject: Re: Anti-Typekilling Idea
Posted by [Jerad2142](#) on Mon, 25 Feb 2008 22:10:34 GMT
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CarrierII wrote on Mon, 25 February 2008 14:21 Jerad Gray wrote on Mon, 25 February 2008 15:35 Set it up so you would have to type "holdononeseconclamtyping/spamming" you would then become invincible and be unable to move or shoot, then after you sent one more message you would have to type "holdononeseconclamtyping/spamming" again to do it again (there would also be some sort of indicator above your head to let people know not to waist their ammo. The long message that is required would be needed to keep people from just pushing f2 every time they came up against and enemy. After sending you message the game could keep you from moving or shooting for 60 seconds, that way you couldn't just camp waiting for some one to walk by and then drop your message to take a shot with the rail gun at them.

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TBH, Goztow / Spooky / anyone else who pointed out that typing is a dangereous thing to do is right, and the reward is the information you provide your team with, such as "stanks inc WF side"

Edit - typos / formatting

Well then, make the screen turn black as well so they can't warn about stanks either. And if it really bothers you we could just make it random letters.

Subject: Re: Anti-Typekilling Idea

Posted by [EA-DamageEverything](#) on Tue, 26 Feb 2008 00:33:11 GMT

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reborn wrote on Fri, 15 February 2008 00:30 You could make a character un-able to take damage while typing, you could set a flag over there head, you could apply the damage to the shooter instead or even teleport them to a safe place whilst typing, then send them back when they're done. I don't know much about the way clients communicate with the server but as far as I think the Server doesn't recognize if someone is typing. Only in the moment the data has been sent with the flag "I am a public text and like to be displayed for all", the FDS would know the player WAS typing.

And for BC, they made several modified client scripts in the past. Players had to DL them for using the BC specials. I think parachuting was done this way and making a player invincible at this moment, the client scripts have to sent a busy-flag to the servers scripts constantly. Even this would cause a delay if the player re-reads his/her text instead of sending it immediately. This lag can cause a players death.

So use radio commands on the battlefield. I wonder why noone has released a mIRC script or Plugin yet which listens on the F3chat only for adding radio commands.

For all others, there is RenAutocomplete.

Subject: Re: Anti-Typekilling Idea

Posted by [The Elite Officer](#) on Tue, 26 Feb 2008 16:46:44 GMT

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But the problem with CAPS is that so many people use it to get attetion and other stuff that it is just simply overused and Noobed :S
