

---

Subject: End Game Chat

Posted by [trooprm02](#) on Sat, 09 Aug 2008 05:04:58 GMT

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

---

Well, I guess the upside of gsa is the universal chat rooms before you enter a game and I got to thinking, at the end of a renegade map there is quite a lengthy amount of time where you do nothing but look at your name and points, and others and thought about call of duty 4 where atleast you can talk before the new map loads. Obviously this will need to change around the way the current end map screen is setup but those text boxes are already built into the client (pt chat boxes). How practical is this from a coding POV?

---

---

Subject: Re: End Game Chat

Posted by [\\_SSnipe\\_](#) on Sat, 09 Aug 2008 05:23:16 GMT

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

---

i fucking love that idea so you can chat while you wait for next match to load

---

---

Subject: Re: End Game Chat

Posted by [Goztow](#) on Sat, 09 Aug 2008 07:23:09 GMT

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

---

A lengthy time? more or less 15 seconds if you don't include the loading screen. Not sure exactly what you can type other than "GG" during that period.

---

---

Subject: Re: End Game Chat

Posted by [StealthEye](#) on Sat, 09 Aug 2008 11:07:47 GMT

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

---

Goz, you could type something like "ggs, I'm off now, cya". I like the idea, but it's too much work for this patch. Perhaps later.

---

---

Subject: Re: End Game Chat

Posted by [w0dka](#) on Sat, 09 Aug 2008 13:23:58 GMT

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

---

Pretty mucgh every onlineshooter offer this feature. So why not Renegade. But on the other hand, its nothing for the first patch. Stick to bugs and performance first.

---

---

Subject: Re: End Game Chat

Posted by [Jamie or NuneGa](#) on Sat, 09 Aug 2008 14:10:43 GMT

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

---

Its not even 15 seconds... with the increased loading time this patch will bring you won't have time to do anything... I barely have enough time to take screenshots of end game screen.

---

---

**Subject: Re: End Game Chat**  
Posted by [trooprm02](#) on Sun, 10 Aug 2008 01:31:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Nune wrote on Sat, 09 August 2008 09:10Its not even 15 seconds... with the increased loading time this patch will bring you won't have time to do anything... I barely have enough time to take screenshots of end game screen.

What kind of shitbox are you running? Takes me a 1 second, windows key->paint, then I get back in and stare at that scren for like ATLEAST 10-15 secs from that point, tho I agree, work out the bugs/gitches first, glad people like the idea.

---

---

**Subject: Re: End Game Chat**  
Posted by [cmatt42](#) on Sun, 10 Aug 2008 03:10:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

trooprm02 wrote on Sat, 09 August 2008 20:31  
What kind of shitbox are you running? Takes me a 1 second, windows key->paint, then I get back in and stare at that scren for like ATLEAST 10-15 secs from that point, tho I agree, work out the bugs/gitches first, glad people like the idea.  
How can you possibly describe a fast load as run by a "shitbox"? Yours is the shitbox here.

The idea is neat, but I have a feeling this is one of those "we need the source for this" kind of deals.

---

---

**Subject: Re: End Game Chat**  
Posted by [Genesis2001](#) on Sun, 10 Aug 2008 03:49:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

cmatt42 wrote on Sat, 09 August 2008 20:10The idea is neat, but I have a feeling this is one of those "we need the source for this" kind of deals.

If I understood Seye correctly, he said it's possible, but it's too big of a project for this patch... :-/

`Zack

---

---

**Subject: Re: End Game Chat**

---

Posted by [StealthEye](#) on Sun, 10 Aug 2008 11:57:59 GMT

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

---

Yeah, it's possible, even without source, but way too much work for this patch.

The intermission time is a FIXED amount of seconds. iirc, it is set to 15 seconds by default and afaik the server can set it in LevelEdit. It is not related to your PC performance at all.

---