## Subject: Paging players ingame
Posted by **a000clown** on Thu, 05 Mar 2009 17:06:52 GMT
**View Forum Message** <> **Reply to Message**

I remember reading something about this but I can't find any specific thread for it.

Is anything being done to the paging system? Specifically about how annoying the / char can be when you're actually trying to type without paging some random person ingame.

If nothing has been done yet, my simple suggestion (in theory, I have no idea how hard this would be to code) is to allow the player to choose what character they want to use in place of the forward slash.
Alternatively, force the use of /page <nick> instead of simply /<nick>

## Subject: Re: Paging players ingame
Posted by **Jerad2142** on Thu, 05 Mar 2009 19:15:20 GMT
**View Forum Message** <> **Reply to Message**

a000clown wrote on Thu, 05 March 2009 10:06I remember reading something about this but I can't find any specific thread for it.

Is anything being done to the paging system? Specifically about how annoying the / char can be when you're actually trying to type without paging some random person ingame.

If nothing has been done yet, my simple suggestion (in theory, I have no idea how hard this would be to code) is to allow the player to choose what character they want to use in place of the forward slash.
Alternatively, force the use of /page <nick> instead of simply /<nick>
The alternative suggestion just seems like it would cost us more time to type, what is so important about the / char, using it for a server side mode? If so most of the servers I've seen usually just use !.

## Subject: Re: Paging players ingame
Posted by **StealthEye** on Thu, 05 Mar 2009 19:41:18 GMT
**View Forum Message** <> **Reply to Message**

The / will stay, however it will stop autocompleting if it is not the first character in the message.

## Subject: Re: Paging players ingame
Posted by **Genesis2001** on Thu, 05 Mar 2009 19:45:48 GMT
**View Forum Message** <> **Reply to Message**

StealthEye wrote on Thu, 05 March 2009 12:41The / will stay, however it will stop autocompleting if it is not the first character in the message.

Cheers!

---

## Subject: Re: Paging players ingame
Posted by MGamer on Thu, 05 Mar 2009 20:59:32 GMT
View Forum Message <> Reply to Message

eh just a suggestion... why not a page menu in the Esc menu?

---

## Subject: Re: Paging players ingame
Posted by a000clown on Thu, 05 Mar 2009 22:24:30 GMT
View Forum Message <> Reply to Message

Jerad Gray wrote on Thu, 05 March 2009 14:15The alternative suggestion just seems like it would cost us more time to type, what is so important about the / char, using it for a server side mode? If so most of the servers I've seen usually just use !.
I guess I just use the slash char more compared to others; Real sentences though, has nothing to do with modded servs.

StealthEye wrote on Thu, 05 March 2009 14:41The / will stay, however it will stop autocompleting if it is not the first character in the message.
That's even better, thanks

---

## Subject: Re: Paging players ingame
Posted by Jerad2142 on Thu, 05 Mar 2009 23:42:55 GMT
View Forum Message <> Reply to Message

StealthEye wrote on Thu, 05 March 2009 12:41The / will stay, however it will stop autocompleting if it is not the first character in the message.
Umm, what about the names that for some reason don't do any auto completing until at least 2 characters have been entered?

a000clown wrote on Thu, 05 March 2009 15:24Jerad Gray wrote on Thu, 05 March 2009 14:15The alternative suggestion just seems like it would cost us more time to type, what is so important about the / char, using it for a server side mode? If so most of the servers I've seen usually just use !.
I guess I just use the slash char more compared to others; Real sentences though, has nothing to do with modded servs.

StealthEye wrote on Thu, 05 March 2009 14:41The / will stay, however it will stop autocompleting if it is not the first character in the message.
That's even better, thanks
/ As the start of a sentence? Sounds like a bad habit to get into

How about escape and / as I hate clicking player names to page *cough* bf2142 *cough* plus I like to be able to cancel my typing if I see an enemy, and you can't do that in the escape menu.

---

## Subject: Re: Paging players ingame
Posted by a000clown on Fri, 06 Mar 2009 01:03:11 GMT
View Forum Message <> Reply to Message

I don't think you understand what's been said.

When you type the / char mid-sentence and the next char happens to be the beginning of some person's nick it will auto-complete it for you, which isn't what I want.

StealthEye said only when the / is the first char in the phrase will it auto-complete so that the above scenario doesn't happen, it has nothing to do with the length or uniqueness of the player's nick.

---

## Subject: Re: Paging players ingame
Posted by Jerad2142 on Fri, 06 Mar 2009 01:05:05 GMT
View Forum Message <> Reply to Message

a000clown wrote on Thu, 05 March 2009 18:03I don't think you understand what's been said.

When you type the / char mid-sentence and the next char happens to be the beginning of some person's nick it will auto-complete it for you, which isn't what I want.

StealthEye said only when the / is the first char in the phrase will it auto-complete so that the above scenario doesn't happen, it has nothing to do with the length or uniqueness of the player's nick.
Oh I didn't know it did it mid sentence... I guess I don't page people/use the slash key all that much lol.

---

## Subject: Re: Paging players ingame
Posted by StealthEye on Fri, 06 Mar 2009 11:49:34 GMT
View Forum Message <> Reply to Message

The names where you need to type two characters always start with a 'r', this is to be able to still type \r blah to reply to a WOL page. Yes, it's a bit ugly, but that's the reason and I don't think there is a better way to solve it...

---

## Subject: Re: Paging players ingame
Posted by Jerad2142 on Fri, 06 Mar 2009 14:40:44 GMT
View Forum Message <> Reply to Message

---

Oh I see, thats interesting.... Never had to reply to a WOL Page either, or realized /r did that for that matter lol.

---