
Subject: Chat and comms

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

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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.

Subject: Re: Chat and comms

Posted by [Unstoppable](#) on Wed, 07 Feb 2024 20:01:36 GMT

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Next TT update will add a framework allowing community developers separate kill messages and other messages into a different feed. But it is up to servers, and players won't be able to have these modifications as a client modification.

MPF and ReneWars supports Discord for voice communication, and Rencorner uses TeamSpeak.

Subject: Re: Chat and comms

Posted by [Goztow](#) on Wed, 07 Feb 2024 20:13:06 GMT

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I agree with topic starter that the clutter in the chat does not help for team play. If only there was a seperate feed for kill messages and chat, this would help a lot.

Like:

all kill messages

all chat messages

rather than

kill message

chat message

kill message

...

Subject: Re: Chat and comms
Posted by [Xylaquin](#) on Thu, 08 Feb 2024 14:42:41 GMT
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Unstoppable wrote on Wed, 07 February 2024 20:01 But it is up to servers, and players won't be able to have these modifications as a client modification. That makes sense, because if some players were to have the improved chat and some didn't that would not be fair on the ones who don't. So the server should enforce the same de-cluttered chat for everyone.

Unstoppable wrote on Wed, 07 February 2024 20:01 MPF and ReneWars supports Discord for voice communication, and Rencorner uses TeamSpeak. The problem with Discord/TeamSpeak is that only those who have investigated a server's voice channels and care to go through setting it up can speak to one another. Plus you presumably have to move yourself into the correct team each time the map changes, and how do you stop the other team listening in? Whereas modern games which have their own chat built in sort all this out, and most crucially everyone that joins the server is automatically hears the voicechat for their team (unless the opt to mute it).

I'm not suggesting implementing an in-built voicechat system into Renegade though, I think de-cluttering the text chat should take priority since everyone uses text chat.

Subject: Re: Chat and comms
Posted by [Unstoppable](#) on Thu, 08 Feb 2024 14:48:28 GMT
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Both MPF and ReneWars have automatic voice chat switching as one's team changes. I believe Rencorner has a similar system to automatically change channels as well.

Subject: Re: Chat and comms
Posted by [escelade3](#) on Thu, 08 Feb 2024 15:29:11 GMT
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A good idea might be allowing kills to show in the PT menu chat so if someone's curious who/how they died they could check there

Subject: Re: Chat and comms
Posted by [Xylaquin](#) on Sun, 02 Mar 2025 09:38:40 GMT
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Played in a 70 player match last night. Surprisingly we managed to co-ordinate a succesful stank rush!

Even with half those players I still think we need to segregate the kill feed from the chat feed. Co-ordinating in Renegade usually involves typing your plan in all caps or using a script to copy/paste it multiple times into the chat so that people see it.

With the release the source code, I wonder if voice chat could be add to the game... when voice chat is handled by the game itself things like discord/TS are no longer be required, it's no longer the case that a few people have voice chat: everyone playing would be able to listen to the plans/speak by default.

Failing that, I hope server owners implement the chat segregation!

Subject: Re: Chat and comms
Posted by [Unstoppable](#) on Sun, 02 Mar 2025 10:04:38 GMT
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Before I left MPF I made a feature that separates kill feed into a small box to the left of the screen, a bit below the middle. And people didn't like that. I think MPF still has that and it can be enabled using !kf command. (The server has various commands available like that, no idea about the list of them though)

Subject: Re: Chat and comms
Posted by [Xylaquin](#) on Sun, 02 Mar 2025 18:17:56 GMT
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I think I've seen that, the problem with putting it on either side of the screen is that it feels like it's taking up the main view space. Even though it's small and transparent. What if chat was in the red section and everything else in the green section (or vice versa)

File Attachments

1) [2229890_screenshots_20241222203202_1.jpg](#), downloaded 978 times

JO_MOMMA_USA has left the game.
smokey killed SolidGold HEADSHOT! (GDI Soldier/Automatic Rifle VS. Nod Soldier/Timed C4)
wezza: Enemy spotted!
Host: [EVA]: A new Crate has spawned.

NavyWar
Officer Cadet
R.I.P Gr8BigGuy
Rank: #551

orealex
Officer Cadet
Rank: #82

whatcyrix
Officer Cadet
Rank: #4038

OREKNIK
Officer Cadet
Rank: #3063

Gunner

Xylaquin
Officer Cadet
Rank: #1491
WE BUILD FOR YURI

Credits: 46

