
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