Posted by Anonymous on Tue, 09 Apr 2002 08:54:00 GMT
View Forum Message <> Reply to Message

I play a game called Infantry (currently run by Sony). One of the best features of this game is the message system. In Infantry there is the ability to private message someone while playing, squad (clan) chat, separate private chats (up to 9), team chat (2x), and public chat. The real advantage this system has is the ability to create "macros". A macro is a message that is assigned to a hotkey. As it would apply to to Renegade, a macro could be made to warn that a beacon is located behind barracks or in the power plant. A quick two key combo similar to the current message system would bring up the macro so that time isn't wasted typing when a hotwire could be disarming.It's just a suggestion.