

---

Subject: Re: Anti-Typekilling Idea

Posted by [EA-DamageEverything](#) on Tue, 26 Feb 2008 00:33:11 GMT

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

---

reborn wrote on Fri, 15 February 2008 00:30 You could make a character un-able to take damage while typing, you could set a flag over there head, you could apply the damage to the shooter instead or even teleport them to a safe place whilst typing, then send them back when they're done. I don't know much about the way clients communicate with the server but as far as I think the Server doesn't recognize if someone is typing. Only in the moment the data has been sent with the flag "I am a public text and like to be displayed for all", the FDS would know the player WAS typing.

And for BC, they made several modified client scripts in the past. Players had to DL them for using the BC specials. I think parachuting was done this way and making a player invincible at this moment, the client scripts have to send a busy-flag to the servers scripts constantly. Even this would cause a delay if the player re-reads his/her text instead of sending it immediately. This lag can cause a player's death.

So use radio commands on the battlefield. I wonder why no one has released a mIRC script or Plugin yet which listens on the F3chat only for adding radio commands.

For all others, there is RenAutocomplete.

---