Subject: Pause-menu chatlog
Posted by Veyrdite on Sat, 09 Aug 2008 02:26:50 GMT
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Would it be possible to replace the client's pause screen with a large text field containing their chatlog? It would make viewing past messages a lot easier than having to go back to base and use the tedious chatlog there, which scrolls to the bottom every time someone posts a message. Currently the pause menu is just 4 512x512 textures containing a reference on what each building does and a few key shortcuts.