
Subject: Custom macros

Posted by [Anonymous](#) on Tue, 09 Apr 2002 08:54:00 GMT

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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 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.

Subject: Custom macros

Posted by [Anonymous](#) on Tue, 09 Apr 2002 09:07:00 GMT

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What really gets me are annoying kill macros that are spammed over and over.
FFS.Server/Class?

Subject: Custom macros

Posted by [Anonymous](#) on Tue, 09 Apr 2002 10:06:00 GMT

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Uh, yeah. Kill/Death macros are super annoying. They have a filter option that I've used for the last year that really makes a huge difference. I play Twin Peaks most of the time, but can be found in Eol, Heinrich's Point, and extreme from time to time. I also play in both the Skirmish and Capture the Flag Players Leagues. Look for Twist of Twisting Scoundrel.
