Subject: End Game Chat
Posted by trooprm02 on Sat, 09 Aug 2008 05:04:58 GMT

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Well, I guess the upside of gsa is the universal chat rooms before you enter a game and I got to thinking, at the end of a renegade map there is quite a lengthy amount of time where you do nothing but look at your name and points, and others and thought about call of duty 4 where atleast you can talk before the new map loads. Obviously this will need to change around the way the current end map screen is setup but those text boxes are already built into the client (pt chat boxes). How practical is this from a coding POV?