Doomsday Engine - Feature #2153

Modern multiplayer chat UI

2016-03-27 08:29 - skyjake

Status:	New		**Start date:**	2016-03-27
Priority:	Normal		**% Done:**	0%
Assignee:	skyjake			
Category:	User experience			
Target version:	Multiplayer			

Description

The in-game chat is quite clunky. Nowadays people expect a better chat system.

Consider using libappfw UI widgets with support for styled text. Also consider combining the console and chat prompts, with a /-prefix used for issuing console commands.

Related issues:

Related to Feature #1484: [MP] Bindings for group chat	**Rejected**	**2009-02-25**

History

#1 - 2018-07-29 16:56 - skyjake

- Target version changed from 2.1 (Late 2018) to Multiplayer

#2 - 2019-11-29 18:31 - skyjake

- Related to Feature #1484: [MP] Bindings for group chat added