Posted by Sir Kane on Sun, 18 Jul 2004 22:15:15 GMT
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After a weekend full of work I was able to display the first custom dialog (well, not really a custom there, used an existing one for the test, but it comes up on request). Just got the main class done today. Need to add the other ones (controls etc.) tommorrow in order to have full control over everything in the dialogs.

This will be used in Renegade Alert for custom purchase terminals and such.

Edit: forgot the link

http://www.n00bstories.com/image.fetch.php?id=1068378372

Another edit: the white box is the thing that displays the top view map in single player.
So don't ask what it is.