Subject: Re: scripts.dll 2.6 and beoynd
Posted by jonwil on Wed, 22 Mar 2006 03:05:57 GMT
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ok, will add those 2 engine calls to 2.6.
Also, NeoSaber of the RenAlert team has told me of a possible issue to do with vehicle turrets where they appear to be jerky whewn they turn that I will look into.
And there was a request for colors like PM color (and other related colors) to be made changeable. Will do my best to make this happen as well as adding engine call to get the colors back from the game.

Also, the commands to send the colored message will (either via a different version or a special flag) let you specify that you want to use one of the various colors (e.g. team color, PM color etc) that engine calls will exist to retrieve.