Subject: Re: Hud with building bars
Posted by ChewML on Thu, 22 Jan 2009 14:25:55 GMT

andr3w282 wrote on Thu, 22 January 2009 07:45reborn wrote on Thu, 22 January 2009 04:41I never thought about it with regards to the teamspeak comparison before. However, it still shouldn't be released because it could be made even more exploitive...

Thats exactly the case. If i were to release my code it would take extremely minimal effort to modify it to display other things rather then buildings and health (vehicles and/or units anyone ?)... This is what is delaying me from doing anything with it. With that technically I can't release the shaders.dll without the source due to the agreement. So the whole idea of it being released is at a halt

Slip it to me on the down low homie.