Posted by reborn on Wed, 06 Oct 2010 14:56:01 GMT

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How would you go about adding small movies into the game?

For example, you enter a zone, and instead of triggering a cinematic, you get one of those small mission breifings in the top right hand corner of your screen.

I wonder if all the modifying of the game needed could be contained with-in the map file itself? I've seen map files with .dll's in them before...

There are some fancy HUD's out these days, I wonder if it could be taken up a notch?