Subject: Re: Feature request, clients update objectives
Posted by Jerad2142 on Fri, 25 Apr 2014 23:26:25 GMT
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jonwil wrote on Fri, 25 April 2014 16:49Jerad Gray wrote on Sat, 26 April 2014 01:20Ah I figured adding in 3 network messages that could call:
Commands->Set_Objective_HUD_Info_Position
Commands->Set_Objective_Status
Commands->Add_Objective
client side to be fairly simple when you had the code for (name of whatever file is equivalent to bhs.dll in 4.0).
Its not that simple.

All I did in ECW was call commands client side through shaders.dll lol, although that was for the "Commands->Set_HUD_Help_Text" but that's a useful feature too that I wish 4.X had.