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Subject: Re: Scripts 4.2 to enter private beta testing soon, here are some changes in it

Posted by [jonwil](#) on Mon, 05 Jan 2015 12:36:11 GMT

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[quote title=Jerad2142 wrote on Fri, 26 December 2014 23:53]jonwil wrote on Sat, 20 December 2014 08:34

New EntryHelpMessage and EntryHelpMessageColor values on vehicles, if this is set then the message will be displayed in the center of the screen when the vehicle is entered. Intended for help messages like "press Q to deploy this vehicle".

If we're already doing that for vehicles why not make it so we can trigger the message on custom so we can make objective messages appear and so forth?

/quote]

Doing what has been done with vehicles is easy because its handled by the vehicle code on client and server meaning no new netcode is needed. Doing what you ask needs new netcode.

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