Subject: Re: Scripts 4.2 to enter private beta testing soon, here are some changes in it
Posted by Jerad2142 on Mon, 05 Jan 2015 22:45:21 GMT
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[quote title=jonwil wrote on Mon, 05 January 2015 05:36]Jerad Gray wrote on Fri, 26 December 2014 23:53jonwil 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.

Its just hard for me to imagine it would require much work as I did it hackly in ECW through shaders beings I didn't have access to bhs.dll. Seems like it would be so easy to do it correctly if we already have the code for networking open to us...