
Subject: Custom dialogs in Renegade
Posted by [Sir Kane](#) on Sun, 18 Jul 2004 22:15:15 GMT
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After a weekend full of work I was able to display the first custom dialog (well, not really a custom there, used an existing one for the test, but it comes up on request). Just got the main class done today. Need to add the other ones (controls etc.) tommorrow in order to have full control over everything in the dialogs.

This will be used in Renegade Alert for custom purchase terminals and such.

Edit: forgot the link

<http://www.n00bstories.com/image.fetch.php?id=1068378372>

Another edit: the white box is the thing that displays the top view map in single player.
So don't ask what it is.

Subject: Custom dialogs in Renegade
Posted by [Aurora](#) on Sun, 18 Jul 2004 22:18:28 GMT
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Another great Renegade hack by SK...

Subject: Custom dialogs in Renegade
Posted by [zunnie](#) on Sun, 18 Jul 2004 22:22:02 GMT
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Very sweet ^^

[zunnie]

Subject: Custom dialogs in Renegade
Posted by [Beanyhead](#) on Mon, 19 Jul 2004 04:00:43 GMT
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What's the white box????////////

(You HAD to see that coming)

Subject: Custom dialogs in Renegade
Posted by [YSLMuffins](#) on Mon, 19 Jul 2004 04:13:07 GMT

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BeanyheadWhat's the white box????////////

(You HAD to see that coming)

Yeah, I was wondering the same thing....

(>)

Subject: Custom dialogs in Renegade
Posted by [U927](#) on Mon, 19 Jul 2004 05:04:48 GMT
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Excuse the newbish question, but what exactly is a custom dialog?

Subject: Custom dialogs in Renegade
Posted by [Mad Ivan](#) on Mon, 19 Jul 2004 07:57:23 GMT
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^me too

Subject: Custom dialogs in Renegade
Posted by [Sir Kane](#) on Mon, 19 Jul 2004 08:24:46 GMT
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Look at the screenshot.

Subject: Re: Custom dialogs in Renegade
Posted by [Deactivated](#) on Mon, 19 Jul 2004 08:27:54 GMT
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Silent Kane This will be used in Renegade Alert for custom purchase terminals and such.

RenAlert only?

Subject: Custom dialogs in Renegade
Posted by [Sir Kane](#) on Mon, 19 Jul 2004 08:30:09 GMT
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Yes.

Subject: Custom dialogs in Renegade
Posted by [Deactivated](#) on Mon, 19 Jul 2004 08:32:17 GMT
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Thumbs down with BHS.

Subject: Custom dialogs in Renegade
Posted by [Hav0c](#) on Mon, 19 Jul 2004 08:55:28 GMT
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Picture doesn't even load for me :S

Subject: Custom dialogs in Renegade
Posted by [cokemaster](#) on Mon, 19 Jul 2004 08:56:18 GMT
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SeaManThumbs down with BHS.
When Silent_Kane is on the Ren Alert staff, why should he?
The work might not be for BHS.

<http://dynamic6.gamespy.com/~renalert/?page=members>

Subject: Custom dialogs in Renegade
Posted by [Sir Kane](#) on Mon, 19 Jul 2004 16:39:06 GMT
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Damn right, Cokemaster.

Subject: Custom dialogs in Renegade
Posted by [Mad Ivan](#) on Mon, 19 Jul 2004 16:48:21 GMT
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so why not post it at the RenAlert forums?As Far As I Am Concerned, this is a forum for the mod community, thus something to share with the mod community, or it wouldnt exist.Correct me if i am wrong, but doesnt sharing expertese actually hold the mod community together?

People show their work here to hear the oppinion of others (eg.RenAlert/Reborn model/texture updates) and if its something unique, explain how they did it.

Now AFAIK, this isnt something like a texture, sound, model.Shure its an engine call, but will it be released somehow to the public?If not - why are you showing it here?

Subject: Custom dialogs in Renegade
Posted by [Sir Kane](#) on Mon, 19 Jul 2004 17:08:54 GMT
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It's my right to post it where I want to.

Subject: Custom dialogs in Renegade
Posted by [Ferhago](#) on Mon, 19 Jul 2004 18:08:06 GMT
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Damnit seaman quit being pissy because people dont want to give you things they have worked hard on for free.

Subject: Custom dialogs in Renegade
Posted by [Deactivated](#) on Mon, 19 Jul 2004 18:31:47 GMT
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Eric KearnsThe idea of having a mod community to me means everyone shares assets and everyone tries to make their own cool maps using the assets (or their own new ones). If someone wants to keep certain items under their thumb and not let everyone play with em then shame on you. Be a pal and let these people share the fun.

Subject: Custom dialogs in Renegade
Posted by [Aircraftkiller](#) on Mon, 19 Jul 2004 18:35:12 GMT
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He was talking about his work that he gave away. Eric does not represent the entire community, he represents his own opinions.

Try formulating your own thoughts for once. If you're not whining, or posting some stupid shit, you're quoting someone else out of context and distorting their words to fit your little agenda of taking everyone's work so you don't have to do anything.

Subject: Custom dialogs in Renegade
Posted by [Sir Kane](#) on Mon, 19 Jul 2004 18:46:39 GMT
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Asking for the dialog stuff is the same as asking a mod team if they will give you the source of their levels or their models.

This will be an unique RenAlert feature.

Subject: Custom dialogs in Renegade
Posted by [Crimson](#) on Mon, 19 Jul 2004 18:51:24 GMT
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SeaManThumbs down with BHS.

Thumbs down with you. :rolleyes:

Subject: Custom dialogs in Renegade
Posted by [Aimbots](#) on Mon, 19 Jul 2004 18:57:55 GMT
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stfu seaman

Subject: Custom dialogs in Renegade
Posted by [Mad Ivan](#) on Mon, 19 Jul 2004 18:58:28 GMT
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Silent Kane Asking for the dialog stuff is the same as asking a mod team if they will give you the source of their levels or their models.

This will be an unique RenAlert feature.

Understood. It seems i have a different vision of a mod community, unlike the other people. Or as SeaMan would say:

Quote:

...that you'll take to develop this "Commando" thing, most likely the game will be dead...

Subject: Custom dialogs in Renegade
Posted by [mrpirate](#) on Mon, 19 Jul 2004 19:20:30 GMT
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AircraftkillerTry formulating your own thoughts for once. If you're not whining, or posting some stupid shit, you're quoting someone else out of context and distorting their words to fit your little agenda...

Ha ha!

Subject: Custom dialogs in Renegade
Posted by [Mad Ivan](#) on Mon, 19 Jul 2004 19:28:39 GMT
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was that supposed to insult me?Or be funny?Surprise!...It aint

Subject: Custom dialogs in Renegade
Posted by [\[REHT\]Spirit](#) on Mon, 19 Jul 2004 20:08:25 GMT
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Wow, extremely nice work SK! Would've been nice to have this a few years ago. I'm glad to see such effort being put forth for this game, tehse are some really nice ehancements you have made.

Would be really nice to see this out for the public but I could see that as being maybe a bit difficult, and definantly annoying. Your choice though (or whoever it is you leave it to if not yourself), i still salute you for the work!

Subject: Custom dialogs in Renegade
Posted by [Slash0x](#) on Mon, 19 Jul 2004 20:45:55 GMT
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To some extent, things need to be shared. Things that can better the community. Models used for a mod like RA, Reborn, Commando, and etc., they have the right to release them publically if they want to IF they made it themselves. The blood the Seaman posted would be a great asset, but didn't post on how to do it. Models that ACK has, why not post them? Instead of teasing the community, share it. What's the worst that can happen?

"OMG! YOU POSTED ON HOW TO DO THE BLOOD! MUAHAAH! NOW I HAVE IT TOO!" or...
"NOW I HAVE THE E3 MODELS. NOW I RUN AND HIDE!"

That person will be considered a much better person and asset to the community. But, of course, we all know what the next few posts will say. :rolleyes:

Silent Kane posted awhile back about the extending the view range for the Renegade engine.

That topic turned out a lot better then lots of others (like this one).

Subject: Custom dialogs in Renegade

Posted by [Sir Kane](#) on Mon, 19 Jul 2004 21:12:46 GMT

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This doesn't. It's too cool for other mods!

Subject: Custom dialogs in Renegade

Posted by [Naamloos](#) on Mon, 19 Jul 2004 22:04:41 GMT

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I only see a evil red X.

:dontgetit:

Subject: Custom dialogs in Renegade

Posted by [Titan1x77](#) on Mon, 19 Jul 2004 22:20:58 GMT

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Slash0xTo some extent, things need to be shared. Things that can better the community. Models used for a mod like RA, Reborn, Commando, and etc., they have the right to release them publically if they want to IF they made it themselves. The blood the Seaman posted would be a great asset, but didn't post on how to do it. Models that ACK has, why not post them? Instead of teasing the community, share it. What's the worst that can happen?

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That person will be considered a much better person and asset to the community. But, of course, we all know what the next few posts will say. :rolleyes:

Silent Kane posted awhile back about the extending the view range for the Renegade engine. That topic turned out a lot better then lots of others (like this one).

Welcome to the Renegade community

Im use to it now aswell you should be, this isnt no big suprise....from my very 1st post here up until now things have never changed...you get a few tips here and there from some nice people, but a majority of modders are to into doing things for themselves and a selected community, all of them want there ass kissed....."If you want anything done youve got to do it yourself" has been the motto for Ren community for a long time.

Im always willing to share anything I know or have made with anyone who wants it...Always been

that way, will always be that way.

Subject: Custom dialogs in Renegade

Posted by [Aircraftkiller](#) on Mon, 19 Jul 2004 22:27:35 GMT

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And, your point is?

Subject: Custom dialogs in Renegade

Posted by [Cebt](#) on Mon, 19 Jul 2004 22:47:11 GMT

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AircraftkillerAnd, your point is?

that this community sucks and people should learn to share and help each other.. your a smart guy... i KNOW that.. you should have figured out that was what he meant..

Subject: Custom dialogs in Renegade

Posted by [Aircraftkiller](#) on Tue, 20 Jul 2004 00:20:51 GMT

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I know exactly what he meant. He was tooting his own horn, saying "hey look at me im so cool cuz i do things but no one seems to care that much about me."

A community is what you make of it. If all you do is bitch and moan, as the majority of you are prone to doing, all you get is bitching and moaning.

Subject: Custom dialogs in Renegade

Posted by [\[REHT\]Spirit](#) on Tue, 20 Jul 2004 01:44:59 GMT

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If you don't mind me asking, SK, how do you creating the new dialogs? Not the entire code to display it, I just mean, do you have some text file set up where you type things like "make dialog("Purchase Terminal");" in it or is this all edited through an exe? Or is this say, in a scripts.dll file or something similar?

This could open up a lot. Such as commanding AI, that may be nice for skirmish.

Subject: Custom dialogs in Renegade

Posted by [ericlaw02](#) on Tue, 20 Jul 2004 05:04:25 GMT

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This reminds me of the Singleplayer's view map function...a long time that I didn't played SP...

Subject: Custom dialogs in Renegade

Posted by [Mad Ivan](#) on Tue, 20 Jul 2004 05:25:14 GMT

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AircraftkillerA community is what you make of it. If all you do is bitch and moan, as the majority of you are prone to doing, all you get is bitching and moaning.

Yes, i've noticed...

Subject: Custom dialogs in Renegade

Posted by [{DG}Stryder](#) on Tue, 20 Jul 2004 06:25:32 GMT

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Very nice work, SK. :mrgreen:

You can't seem to fail to amaze me.

Subject: Custom dialogs in Renegade

Posted by [Sir Kane](#) on Tue, 20 Jul 2004 08:11:33 GMT

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Why should I share my (hard) work with the low quality mods in this community?
That would be an insult for my work.

Subject: Custom dialogs in Renegade

Posted by [Mad Ivan](#) on Tue, 20 Jul 2004 08:43:14 GMT

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Because they put all they have in their work, like you.Sure, it aint the best and it aint class "A".But they are motivated to do what they want.

An insult is to use your work and not give you the appropriate credit.

I, for an example, am working my ass off trying to figure out how to re-enable dazzles in Generals.I believe it is possible, since i found everything, possibly related to dazzles in the generals/zh game.dat but currently world builder reports some pretty strange errors.I tried even pm-ing Eric Kearns if he can get me Greg Hjelstrom`s mail or something, because i want to talk to him about a few things, related to W3D, but i never really got an answer.I am not doing this because i have an "uber 1337 mod in teh makng!!!1111" , but because i want to benefit to the Generals Mod Community.That wouldnt insult me.That would make me proud, for adding to the

collective.

But what am i saying?Its like you will even listen...people never do...

Subject: Custom dialogs in Renegade

Posted by [Deactivated](#) on Tue, 20 Jul 2004 09:08:45 GMT

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CrimsonThumbs down with you. :rolleyes:

Currently what BHS is doing is a joke.

There is hardly any moderation on the boards,

there isn't any sign of support for other C&C games than C&C Renegade unlike promised, several BHS members constantly violate the code of conduct without any kind of consequences (punishment) and it takes ages to get a model approved for RenGuard.

Subject: Custom dialogs in Renegade

Posted by [Sir Kane](#) on Tue, 20 Jul 2004 09:15:34 GMT

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It's my work, so I decide where it goes and where not.

And some dazzle re-enabling is different from the work dialogs take.

Subject: Custom dialogs in Renegade

Posted by [Mad Ivan](#) on Tue, 20 Jul 2004 09:21:39 GMT

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oh, believe me, ive been spending nights lurking in generals, zero hour and generals beta game.dat and WorldBuilder.exe assembly code from disassemblers and dll files.You have no idea what furstration it was (in still is)!

And yes, it is your work.

Quote:Its like you will even listen...people never do...

Subject: Custom dialogs in Renegade

Posted by [Sir Kane](#) on Tue, 20 Jul 2004 09:22:31 GMT

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"nights" is different from month of work.

Subject: Custom dialogs in Renegade

Posted by [Mad Ivan](#) on Tue, 20 Jul 2004 09:23:59 GMT

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Month?We are even.

Subject: Custom dialogs in Renegade

Posted by [Sir Kane](#) on Tue, 20 Jul 2004 10:00:35 GMT

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Anyhow, the dialog stuff will NOT be publically available.

Subject: Custom dialogs in Renegade

Posted by [Titan1x77](#) on Tue, 20 Jul 2004 12:03:16 GMT

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AircraftkillerAnd, your point is?

That he should realize this is how things are and will most likely always be.
AKA...this is no suprise

Kind of ironic your the first person to reply afterwards.

Subject: Custom dialogs in Renegade

Posted by [Titan1x77](#) on Tue, 20 Jul 2004 12:14:05 GMT

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AircraftkillerI know exactly what he meant. He was tooting his own horn, saying "hey look at me im so cool cuz i do things but no one seems to care that much about me."

A community is what you make of it. If all you do is bitch and moan, as the majority of you are prone to doing, all you get is bitching and moaning.

Typical selfish person...Thats why you put in all this work is for people to care about you and kiss your ass.

I could care less what people think of me...Ive enjoyed what Ive done for Renegade and dont mind sharing any of that with anyone...Infact I'd rather see more people doing things such as mapping and modding and finding more ways to have fun with the game.

A community is not what you make of it but is what you put into it. The more work and thought put into a community, the stronger it is and the bigger it grows.....you wouldnt know shit about a community if it bit you in the ass

Subject: Custom dialogs in Renegade
Posted by [Mad Ivan](#) on Tue, 20 Jul 2004 12:48:38 GMT
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mind if i quote you?

Subject: Custom dialogs in Renegade
Posted by [Sir Kane](#) on Tue, 20 Jul 2004 13:01:04 GMT
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Laughs at the mods that have shitty PTs

Subject: Custom dialogs in Renegade
Posted by [\[REHT\]Spirit](#) on Tue, 20 Jul 2004 15:22:53 GMT
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Silent KaneWhy should I share my (hard) work with the low quality mods in this community?
That would be an insult for my work.

It shows you have a kind heart and care about others, and wish to help all!...

.....not that anyone really tends to care about being something like that these days.....

In your view, what would make a mod go beyond "low quality"? Unusual ideas? Gamplay? Art? All of those?

Subject: Custom dialogs in Renegade
Posted by [Mad Ivan](#) on Tue, 20 Jul 2004 15:42:51 GMT
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Leave it.For him, low quality is everything that is not RenAlert...

Subject: Custom dialogs in Renegade
Posted by [\[REHT\]Spirit](#) on Tue, 20 Jul 2004 16:18:50 GMT
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Perhaps. Or perhaps there really just hasn't been something new and fresh to amuse people, which could be why it feels like everyone is either with Reborn, or with RenAlert, because there isn't much else to go to.

Subject: Custom dialogs in Renegade
Posted by [Mad Ivan](#) on Tue, 20 Jul 2004 16:22:37 GMT
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Renegade: Sole Survivor?Renegade: A new hope?

Subject: Custom dialogs in Renegade
Posted by [Deactivated](#) on Tue, 20 Jul 2004 16:24:56 GMT
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C&C Commando?

Subject: Custom dialogs in Renegade
Posted by [Mad Ivan](#) on Tue, 20 Jul 2004 16:25:36 GMT
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yes, but i feel AK is about to come out of his cave

Subject: Custom dialogs in Renegade
Posted by [spreegem](#) on Tue, 20 Jul 2004 16:45:11 GMT
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Umm . . . What exactly are we supposed to see in that image? All I see is teh white box.

Subject: Custom dialogs in Renegade
Posted by [Deactivated](#) on Tue, 20 Jul 2004 16:48:35 GMT
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Purchase icos or... a minimap.

Subject: Custom dialogs in Renegade
Posted by [\[REHT\]Spirit](#) on Tue, 20 Jul 2004 16:57:46 GMT
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What I meant by fresh and new was something of a whole new idea. Most of the mods that are well known just TC Renegade to some other game or movie (StarWars, Red Alert, Tiberian Sun, Tiberian Dawn, etc). There are some mods where the storyline, units, weapons, etc, are all-new or near all-new, but they aren't known very well.

But then again, it may just be people just want remakes of movies and games as opposed to a whole new idea. That's why I'm asking SK what he'd like to see, because if possible, I would like

to see more mods known and played, and have them meet other people's standards (but it's harder to do that when you don't know what the standards are). More mods with custom dialogs would be just flat out sweeeeet.

Subject: Custom dialogs in Renegade
Posted by [Mad Ivan](#) on Tue, 20 Jul 2004 17:46:08 GMT
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well, i tried making a TC long ago.It was sci-fi and had its own storyline.A continuation of TS` Storyline set arround 4000 years in the future, but it got canned, because it was too much for one man to handle and i didnt really get much help.Im working on it for generals, thought.

Subject: Custom dialogs in Renegade
Posted by [Sir Kane](#) on Tue, 20 Jul 2004 17:59:08 GMT
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[REHTSpirit]It shows you have a kind heart and care about others, and wish to help all!... I don't care about others.

[REHTSpirit]In your view, what would make a mod go beyond "low quality"? Unusual ideas? Gamplay? Art? All of those? Stuff that doesn't suck and mod staff that doesn't act stupid.

Subject: Custom dialogs in Renegade
Posted by [Mad Ivan](#) on Tue, 20 Jul 2004 18:08:23 GMT
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Quote:Stuff that doesn't suck
Elaborate...

Subject: Custom dialogs in Renegade
Posted by [Sir Kane](#) on Tue, 20 Jul 2004 18:23:59 GMT
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Stuff that sucks includes crappy models, crappy textures, crappy ways to do stuff and so on.

Subject: Custom dialogs in Renegade
Posted by [Deactivated](#) on Tue, 20 Jul 2004 18:47:57 GMT
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So basically you want is called "perfect mod". Sorry, but no such thing exists.

Subject: Custom dialogs in Renegade
Posted by [Aircraftkiller](#) on Tue, 20 Jul 2004 18:55:42 GMT
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Not when you don't try for it.

Subject: Custom dialogs in Renegade
Posted by [Deactivated](#) on Tue, 20 Jul 2004 19:25:01 GMT
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It can be either a blurry fly or an extra-sharp power hog.

Yeah, you could be spending your whole life perfecting your work, but by the time you have finished, the people playing the game would be already dead.

Subject: Custom dialogs in Renegade
Posted by [Slash0x](#) on Tue, 20 Jul 2004 19:34:25 GMT
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Depending on a person's skill and ability makes their value of perfection.

I have personally messed with almost everything from Renegade (from levels to hand positioning). I'm not the "best" at any of it, but just well rounded. (Lol.) To me, my perfection is finding the time to finish anything, lol.

Subject: Custom dialogs in Renegade
Posted by [Sir Kane](#) on Tue, 20 Jul 2004 21:28:21 GMT
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Added all controls now (to the code, not the test dialog) currently 3612 lines of code.

Subject: Custom dialogs in Renegade
Posted by [Renx](#) on Tue, 20 Jul 2004 21:43:22 GMT
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Subject: Custom dialogs in Renegade
Posted by [Sir Kane](#) on Thu, 22 Jul 2004 20:26:58 GMT
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Slider control and purchase buttons work great now:

Subject: Custom dialogs in Renegade
Posted by [Majiin Vegeta](#) on Thu, 22 Jul 2004 22:26:16 GMT
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Great work

this would be sweet if you could build it into RG and have it display the servers info thru it when you join the server like CS does.. but .. meh.

good work.. hope RA put good use to it

Subject: Custom dialogs in Renegade
Posted by [Genocide](#) on Fri, 23 Jul 2004 02:31:47 GMT
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Well one mod that isn't talked about alot is Our teams mod , Fist of Fate, Its quite funny how we was looking for a way to Good "custom purchase terminals" and various other things that have just appeared that we planned , must be fate lol.

Anyway what does RA have planned for these? was it just out of curiosity that you discovered these or by true purpose, good find though.

From what i can see it looks a bit confusing, you have to enter a purchase terminal for the dialogue to come up or is it activated on a key press?

Genocide
FIST OF FATE : <http://fofmod.com>

Subject: Custom dialogs in Renegade
Posted by [U927](#) on Fri, 23 Jul 2004 05:25:55 GMT
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Ever hear of something caled the Chronosphere?

Subject: Custom dialogs in Renegade

Posted by [CnCsoldier08](#) on Fri, 23 Jul 2004 06:27:34 GMT

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Ever hear of extra purchase menu's?

Like..when you got to a Naval Yard Purchase Terminal...it brings up a menu with all the Naval Units.

When you go to Helipad..Same deal...

Subject: Custom dialogs in Renegade

Posted by [Sir Kane](#) on Fri, 23 Jul 2004 07:43:12 GMT

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We will be replacing the current purchase terminals so they contain sections for infantry, vehicles, naval vehicles and of course flying stuff.

Genocidewas it just out of curiosity that you discovered these or by true purpose, good find though.

I was just looking if it is possible to make own dialogs in the game. Took only 3 days and around 4000 lines of code to figure out that it is possible.
