
Subject: I can now do custom dialogs!!!!

Posted by [jonwil](#) on Fri, 07 Jul 2006 17:12:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Here is a picture of what I have so far

Its not much but it is a start.

Now to move on to more advanced stuff (like the sidebar I am working on for 2.9)

EDIT: Cue negative post from SK in 5...4...3...

File Attachments

1) [dialog.png](#), downloaded 364 times



Subject: Re: I can now do custom dialogs!!!!
Posted by [Stumpy](#) on Fri, 07 Jul 2006 17:24:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

awesome

Subject: Re: I can now do custom dialogs!!!!
Posted by [IronWarrior](#) on Fri, 07 Jul 2006 19:14:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice, what does this mean? and how would it be used in game and for what reasons?

Subject: Re: I can now do custom dialogs!!!!
Posted by [Cat998](#) on Fri, 07 Jul 2006 21:41:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

n1, it would be nice if you would be able to add some custom buttons/hyperlinks there and that stuff

Subject: Re: I can now do custom dialogs!!!!
Posted by [Viking](#) on Fri, 07 Jul 2006 22:39:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

NEAT!

Mabe parichutes now?

WHITEDRAGOD DID IT WHERE IS THE SCRIPT HE MADE!?!?

Subject: Re: I can now do custom dialogs!!!!
Posted by [theplague](#) on Fri, 07 Jul 2006 23:33:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

-_- i think parachue is just an animation... player gets attached to the parachute by script?

anyways, nice dialog.

coutdown, SK... 2.... 1....
