Subject: Help with PAMSG
Posted by Jerad2142 on Wed, 07 Mar 2007 23:28:36 GMT
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How do you get it to display a second line of text for example:
_____
|...Line 1 of Text...|
|...Line 2 of Text...|
|AAAAAAAAaAAA|
|aAaA{[OK]}AAaaA|
|_____ |

Thats supposed to be the message box, if you didn't guess.

Subject: Re: Help with PAMSG
Posted by Zion on Wed, 07 Mar 2007 23:53:58 GMT
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I don't think there is a way. One way to do it it to use spaces on the first line so the text after it goes on the second one.

Subject: Re: Help with PAMSG
Posted by jnz on Thu, 08 Mar 2007 00:06:01 GMT
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doesn't escaping a newline work?

Subject: Re: Help with PAMSG
Posted by Jerad2142 on Thu, 08 Mar 2007 00:07:13 GMT
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What do you mean by "escaping"

Subject: Re: Help with PAMSG
Posted by Gen_Blacky on Thu, 08 Mar 2007 01:20:19 GMT
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u mean in a exe

Subject: Re: Help with PAMSG

Posted by Jerad2142 on Thu, 08 Mar 2007 01:26:23 GMT
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It automatically wraps around, but with the resolution I have the game it it will display an error message before it wraps the text (error because of to many characters).

Subject: Re: Help with PAMSG
Posted by Tunaman on Thu, 08 Mar 2007 01:29:18 GMT
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I think he meant /n.

Subject: Re: Help with PAMSG
Posted by Jerad2142 on Thu, 08 Mar 2007 01:31:41 GMT
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Well I already have solved the problem so no more help needed.

Subject: Re: Help with PAMSG
Posted by Zion on Thu, 08 Mar 2007 08:28:34 GMT
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And the thing you done was? Or is it a 'renegade forums secret'?

The reason i'm asking this is because others may want the same effect but if you don't tell them now they'll just create another topic.

Subject: Re: Help with PAMSG
Posted by Whitedragon on Thu, 08 Mar 2007 09:29:17 GMT
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Using a \n works in msg and ppage, so it might work here too.

Subject: Re: Help with PAMSG
Posted by Jerad2142 on Thu, 08 Mar 2007 14:48:39 GMT
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Merovingian wrote on Thu, 08 March 2007 01:28And the thing you done was? Or is it a 'renegade forums secret'?

The reason i'm asking this is because others may want the same effect but if you don't tell them

now they'll just create another topic.
It simply wrapped around when I had enough text, but only one word, even one more character and it would have displayed an [null] message in the box. If my resolution was set to 600 x 480 I'm sure it would have wrapped around 3 time.

But its nice to know that /n does the same function as hitting the enter button.

Subject: Re: Help with PAMSG
Posted by jnz on Thu, 08 Mar 2007 17:50:43 GMT
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escaping is programmer talk. it means you put a "\" before a charater.

Subject: Re: Help with PAMSG
Posted by Cat998 on Thu, 08 Mar 2007 18:12:12 GMT
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Placing a newline char \n does work in pamsg/msg/amsg and all the others. But note that it doesn't work in FDS console or in IRC
or everywhere where you have to press return to send the command.
\n doesn't work there. It only works in programms when you compile it. Then the \n gets translated into newline and Renegade can handle it. So it would work in scripts.dll or bots like brenbot, which are sending commands direct way to the FDS.

Subject: Re: Help with PAMSG
Posted by jnz on Thu, 08 Mar 2007 20:47:04 GMT
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i thought he was scripting

Subject: Re: Help with PAMSG
Posted by Jerad2142 on Thu, 08 Mar 2007 20:54:22 GMT
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I was.

Subject: Re: Help with PAMSG
Posted by rrutk on Tue, 20 Jan 2009 14:49:53 GMT
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Very old topic, but what script to use for display text in the message box?

Subject: Re: Help with PAMSG
Posted by mrÃ£Ã§Ä·z on Tue, 20 Jan 2009 15:21:00 GMT
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I know how to display the Wrong TEam PCT error message lol

Subject: Re: Help with PAMSG
Posted by rrutk on Tue, 20 Jan 2009 15:34:29 GMT
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ATM i use "JFW_Message_Send_Death", this works fine and displays the Kill-message.

BUT "JFW_Message_Send_Custom_Team" seems to have a bug and displays not the message (e.g. "...under attack"), but the numeral message, what is used for the event! (like "8011")...

???