
Subject: Feature request, clients update objectives

Posted by [Jerad2142](#) on Thu, 24 Apr 2014 23:11:39 GMT

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

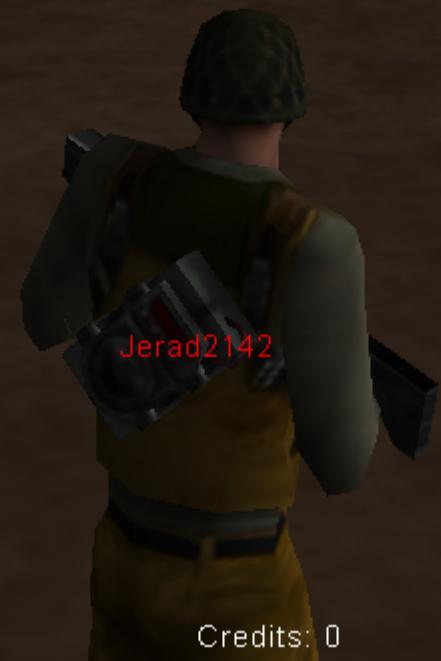
I'd like to request an update so that clients receive objective updates, co-op maps would love you guys for it.

File Attachments

1) [Untitled.png](#), downloaded 676 times

Bear Rug Co: We need more rugs, get out there and kill us some bears!
New Primary mission objective
Hunt bears for money!
Primary mission objective Accomplished

()



Credits: 0

Subject: Re: Feature request, clients update objectives
Posted by [danpaul88](#) on Fri, 25 Apr 2014 10:09:12 GMT

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

As previously posted 4.1 is the last version of scripts.dll for Renegade, all future versions will break compatibility and be designed for use in separate W3D games

Subject: Re: Feature request, clients update objectives
Posted by [Jerad2142](#) on Fri, 25 Apr 2014 17:20:15 GMT

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

Ah I figured adding in 3 network messages that could call:

Commands->Set_Objective_HUD_Info_Position

Commands->Set_Objective_Status

Commands->Add_Objective

client side to be fairly simple when you had the code for (name of whatever file is equivalent to bhs.dll in 4.0).

Subject: Re: Feature request, clients update objectives

Posted by [jonwil](#) on Fri, 25 Apr 2014 22:49:30 GMT

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

Jerad Gray wrote on Sat, 26 April 2014 01:20Ah I figured adding in 3 network messages that could call:

Commands->Set_Objective_HUD_Info_Position

Commands->Set_Objective_Status

Commands->Add_Objective

client side to be fairly simple when you had the code for (name of whatever file is equivalent to bhs.dll in 4.0).

Its not that simple.

Subject: Re: Feature request, clients update objectives

Posted by [Jerad2142](#) on Fri, 25 Apr 2014 23:26:25 GMT

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

jonwil wrote on Fri, 25 April 2014 16:49Jerad Gray wrote on Sat, 26 April 2014 01:20Ah I figured adding in 3 network messages that could call:

Commands->Set_Objective_HUD_Info_Position

Commands->Set_Objective_Status

Commands->Add_Objective

client side to be fairly simple when you had the code for (name of whatever file is equivalent to bhs.dll in 4.0).

Its not that simple.

All I did in ECW was call commands client side through shaders.dll lol, although that was for the "Commands->Set_HUD_Help_Text" but that's a useful feature too that I wish 4.X had.

Subject: Re: Feature request, clients update objectives
Posted by [Ethenal](#) on Sat, 26 Apr 2014 00:39:30 GMT

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

I think the part that he is saying isn't simple is allowing that to be sent over the network, but I could be wrong.

Subject: Re: Feature request, clients update objectives
Posted by [jonwil](#) on Sat, 26 Apr 2014 06:09:41 GMT

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

Yes its not that simple to send things over the network

Subject: Re: Feature request, clients update objectives
Posted by [Jerad2142](#) on Sun, 27 Apr 2014 19:58:30 GMT

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

Ah, figured you guys could just recycle the network code you used to set client side rain, and an int for the string id, and combined the other 3 float parameters into a vector3 on the client end, then just call the Commands->Set_HUD_Help_Text. But yeah I suppose I'm missing something, I'll rig it up to work through shaders again I guess.
