Subject: Re: Scrolling Minimap and Building Health
Posted by Generalcamo on Fri, 23 Aug 2013 00:18:52 GMT

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A long time ago, when 4.0 was still in beta, I suggested the idea of a shadersHUD.dll, which would be an addon to shaders.dll, that could also be disabled at any time (If a server owner doesn't want that stuff on their server) and whitelisted like models and textures. They said they were looking into the idea using Fast Javascript, but they did not want to add it into 4.0 as they wanted to get a release out soon.

I'm not sure if that is still in their plans, but if it is, it could be possible to bring these features back, in a way that makes everyone happy.