Subject: Re: Set_Obj_Radar_Blip_Color doesn't work on-line Posted by Jerad2142 on Fri, 16 May 2014 13:43:19 GMT

View Forum Message <> Reply to Message

Right now I've basically rebuilt Commands->Add_Objective, Commands->Set_Objective_Status, and Commands->Remove_Objective beings the stock Renegade's system doesn't work on-line.

I decided to do this because most of the 80unique players that have joined my server seem to manage click okay threw the two pop-up dialogs telling them what their objectives were (first one popped up on join stating the player should read chat for mission objective updates, the second one popped up 10 seconds later displaying what the objective is) and the proceed to ask me what we're suppose to do. I also tried making flashing objective makers on the radar, which did work but some still managed to overlook it, so I feel the color coded Ren approach is still best.

So I've got it so on join it restates all pending objectives (categorized by priority).

I still wish we had the POGs working or at least the HUD_Help_Text (especially since we'll have to make this work for ECW when it moves to 4.X beings it already makes use of it working on line).

File Attachments

1) Screenshot.67.png, downloaded 469 times

Page 1 of 2 ---- Generated from

Command and Conquer: Renegade Official Forums

