Subject: Clan Tags (In-Game)
Posted by sycar on Wed, 24 May 2006 16:16:56 GMT
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Hi guys, i host my own server, and we have a fairly popular clan, i was just wondering how when a member of our clan joins the server, i can give them a tag next to their name.

Like either next to their name in the player list or attached to the actual person like the 'MVP' tag, any ideas will be appreciated!

buffymaniack

Subject: Re: Clan Tags (In-Game)
Posted by Spoony on Wed, 24 May 2006 22:58:43 GMT
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When you play via XWIS you're limited to nine characters... if the server allows gamespy or give your friends the renrem info, they can put the clan tag there themself.

Subject: Re: Clan Tags (In-Game)
Posted by dead6re on Wed, 14 Jun 2006 12:23:12 GMT
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He means on the body, live the MVP or Recuit tag that you can get. I don't know a way to do this, maybe jonwil could make something like this?

Subject: Re: Clan Tags (In-Game)
Posted by reborn on Wed, 14 Jun 2006 19:30:16 GMT
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You need to edit the strings.tdb file on the client. That means you will not be able to do it server side and whatever is typed in there only the client will see. And it will appear on everyone else's character too.

Nice idea, but i don't think there is a more mod friendly way to do it

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