Subject: Big Message at startup like "Destroy enemy buildings!" ?
Posted by rrutk on Tue, 10 Feb 2009 14:36:53 GMT
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How to make a big Message appear at startup like "Destroy enemy bulidings!"

You know this type of HUD message from the multiplayer training at startup or from "Your ammo is full"....

Subject: Re: Big Message at startup like "Destroy enemy buildings!" ?
Posted by Genesis2001 on Tue, 10 Feb 2009 15:00:02 GMT
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I think that may be a SP feature, and I already asked a coder friend of mine and he said the SP calls are blocked in MP. :/

Subject: Re: Big Message at startup like "Destroy enemy buildings!" ?
Posted by rrutk on Tue, 10 Feb 2009 16:05:37 GMT
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no, they arnt.

in VWMM 0.31b i buy beacons via a special PT. and if you try to buy more then 1 you get the big message "your ammo is full" in your screen.

need something like this.

Subject: Re: Big Message at startup like "Destroy enemy buildings!" ?
Posted by jnz on Tue, 10 Feb 2009 17:17:46 GMT
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rrutk wrote on Tue, 10 February 2009 16:05no, they arnt.

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That message is a generic message embedded somewhere in the client. It is not sent by the server.

Subject: Re: Big Message at startup like "Destroy enemy buildings!" ?
Posted by rrutk on Tue, 10 Feb 2009 19:43:11 GMT
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but then it should be possible to have such messages after join in:

need it. i made a map, with teams have different orders. gamers need to know this at startup.

File Attachments
1) msg.jpg, downloaded 630 times

Subject: Re: Big Message at startup like "Destroy enemy buildings!" ?
Posted by jnz on Tue, 10 Feb 2009 19:47:08 GMT
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This would have to be a new feature by TT to send a command from the server to the client to display that message.

Subject: Re: Big Message at startup like "Destroy enemy buildings!" ?
Posted by LR01 on Wed, 11 Feb 2009 15:42:43 GMT
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ueh, does he even wants it to be send by the server and not just a static thing that always shows up?

Subject: Re: Big Message at startup like "Destroy enemy buildings!" ?
Posted by rrutk on Wed, 11 Feb 2009 16:34:46 GMT
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show up at map start or players joins