
Subject: Re: in need of some dynamic linked library help
Posted by [Jerad2142](#) on Tue, 20 Feb 2007 18:44:48 GMT
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Just make it so when ever they press "F2" or "F3" they blow up, then when they respawn the chat box disappears. JK, but obviously the chat box does disappear when you respawn so there must be some kind of engine call that tells it to go down. If you could figure out what it is, you could attach a script with a timer that would make the chat box disappear whenever the timer expired after you received a custom message.
