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Subject: Suggestion + Question

Posted by [dr3w2](#) on Tue, 21 Apr 2009 20:57:32 GMT

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My suggestion is to have the ability for a user to relay messages into game during gametime, for example using UDP. For moderators using full screen game and do not have dual monitors, moderating and using IRC is a bitch because of tabbing out. I know TT has mentioned they want to fix bugs, and improve upon the engine but I think a new addition like this could be worthwhile. I can post a SS if necessary and willing to send my current code to members of TT.

Now for a question relating to that, how much of the current "shaders.dll" and "scripts.dll" will be modified, changed and limited/unaccessible. For example, will we still be able to code with c++ to make modified huds and if so how much code changing would be necessary? If we cannot edit via c++ , what kind of configurations will be possible? Theres certainly to much freedom involved with both of these DLL files however I think most developers on it realize this and try to draw the line somewhere.

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