
Subject: Re: Feature request, clients update objectives
Posted by [Jerad2142](#) on Sun, 27 Apr 2014 19:58:30 GMT
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Ah, figured you guys could just recycle the network code you used to set client side rain, and an int for the string id, and combined the other 3 float parameters into a vector3 on the client end, then just call the Commands->Set_HUD_Help_Text. But yeah I suppose I'm missing something, I'll rig it up to work through shaders again I guess.
