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Subject: Re: Set\_Obj\_Radar\_Blip\_Color doesn't work on-line

Posted by [Jerad2142](#) on Fri, 16 May 2014 13:43:19 GMT

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Right now I've basically rebuilt Commands->Add\_Objective, Commands->Set\_Objective\_Status, and Commands->Remove\_Objective because the stock Renegade's system doesn't work on-line.

I decided to do this because most of the 80 unique players that have joined my server seem to manage click okay threw the two pop-up dialogs telling them what their objectives were (first one popped up on join stating the player should read chat for mission objective updates, the second one popped up 10 seconds later displaying what the objective is) and they proceed to ask me what we're suppose to do. I also tried making flashing objective markers on the radar, which did work but some still managed to overlook it, so I feel the color coded Ren approach is still best.

So I've got it so on join it restates all pending objectives (categorized by priority).

I still wish we had the POGs working or at least the HUD\_Help\_Text (especially since we'll have to make this work for ECW when it moves to 4.X because it already makes use of it working on line).

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## File Attachments

1) [Screenshot.67.png](#), downloaded 281 times

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Host: Jerad2142 committed suicide.

Primary Mission Objectives:

\*Hunt bears for money

Secondary Mission Objectives:

\*Move to the cabin for a better hunting spot

Tertiary Mission Objectives:

\*Head to Gmax Industries



Credits: 0