
Subject: Display string on MessageBox
Posted by [rrutk](#) on Wed, 07 May 2008 18:58:36 GMT
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I want to have a string displayed on MessageBox, if something from the vehicle preset tree is damaged/killed.

These damage reports seems not to be used by the system.

Tried it with

- JFW_Damaged_Send_Custom +
- JFW_Console_Input_On_Custom msgt 1 255,255,255 Warning - GDI SAM Site under attack.

, but this crashes the game.

This is strange, because "msgt 1 255,255,255 Warning - GDI SAM Site under attack." works while manually entered into the console.

Subject: Re: Display string on MessageBox
Posted by [Jerad2142](#) on Wed, 07 May 2008 23:01:47 GMT
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Give us a screen shot of where your putting the text into, I'm getting lost somewhere.

Subject: Re: Display string on MessageBox
Posted by [danpaul88](#) on Wed, 07 May 2008 23:20:27 GMT
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You realise that would print a team message every time the SAM site was damaged? So if someone was shooting it with a rifle it would spam the message for each and every bullet that hits it? Could get a bit annoying...

As for why it's not working... no idea, sorry.

Subject: Re: Display string on MessageBox
Posted by [rrutk](#) on Tue, 13 May 2008 09:31:59 GMT
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danpaul88 wrote on Wed, 07 May 2008 18:20 You realise that would print a team message every time the SAM site was damaged? So if someone was shooting it with a rifle it would spam the message for each and every bullet that hits it? Could get a bit annoying...

As for why it's not working... no idea, sorry.

right, that isnt a good idea.

isn't there a simple script to display some custom messages in the message box???
