Subject: Community Menu?
Posted by IronWarrior on Sun, 29 Jun 2008 18:00:54 GMT
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Just had this idea now, what about including a new community menu that would include information from the community as well as some other cool stuff.

Web Links:
A list of communitys for Renegade and it's mods, make it so that is shows the list in ramdon order, so no one site is always at the top, also include the wiki links

Clan Links:
A list of clans:

Ladder:
Ladder for the game?

Community TC games:

A option to allow you to launch a TC game like Reborn/APB that would close down Renegade and start that game up instead.

If you don't have this game installed, it would open a webpage to these sites instead.

Information:

Just general game information, how to register names, login, game play tactics, whatever.

Shouldn't take long to do really, a web page really, but I can't stress it enough that any links that are shown should be made to display ramdon and not in any order or you get all the new players always going to the top sites like you do with the a00 servers.

Subject: Re: Community Menu?
Posted by Ghostshaw on Sun, 29 Jun 2008 21:15:18 GMT
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Adding menu's and stuff is really really hard.

Subject: Re: Community Menu?
Posted by mrÃ£Ã§Ä·z on Sun, 29 Jun 2008 21:30:20 GMT
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You could ask the Apocalypse Rising Team how they did that, im sure with ASM hacking

Subject: Re: Community Menu?
Posted by IronWarrior on Sun, 29 Jun 2008 22:18:39 GMT
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Ghostshaw wrote on Sun, 29 June 2008 17:15Adding menu's and stuff is really really hard.

I thought it be easy since when install scripts 3+ something you get the .bhs options.

Subject: Re: Community Menu?
Posted by Ghostshaw on Mon, 30 Jun 2008 06:28:52 GMT
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That is reasonably easy, but adding real new menu's is not.

Subject: Re: Community Menu?
Posted by Goztow on Mon, 30 Jun 2008 06:50:40 GMT
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There's just too much info IMO. At biggest, you could add a link to the renegadewiki and/or renegadecommunity.com.

Subject: Re: Community Menu?
Posted by IronWarrior on Mon, 30 Jun 2008 14:16:40 GMT
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Ghostshaw wrote on Mon, 30 June 2008 01:28That is reasonably easy, but adding real new menu's is not.

How can the bhs options menu be easy and a menu just displaying text be not?

Forgive my ignorance but it seems pretty simple, do what you did for bhs options but replace what you did with text.

Subject: Re: Community Menu?
Posted by Ghostshaw on Mon, 30 Jun 2008 15:14:39 GMT
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An options dialog is totally different from what you are suggesting...

Subject: Re: Community Menu?
Posted by IronWarrior on Mon, 30 Jun 2008 15:33:20 GMT
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I really are dumb founded by how it is any different, lol

How can it be so different? I would think all the code it took to make bhs options work was alot harder then placing text on a menu.

Subject: Re: Community Menu?
Posted by StealthEye on Mon, 30 Jun 2008 18:45:47 GMT
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It should be doable, but tbh it is probably more time consuming than it is worth. I say there are more important things to work on.

Perhaps one of the redirected links can be (ab)used to display information like this.

Subject: Re: Community Menu?
Posted by _SSnipe_ on Tue, 01 Jul 2008 01:04:17 GMT
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i love the ideas IronWarrior

Subject: Re: Community Menu?
Posted by OWA on Tue, 01 Jul 2008 01:06:58 GMT
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madrackz wrote on Sun, 29 June 2008 22:30You could ask the Apocalypse Rising Team how they did that, im sure with ASM hacking
Did what?

We have no extra menus.

Subject: Re: Community Menu?
Posted by Goztow on Tue, 01 Jul 2008 06:23:18 GMT
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Well, there's a "news" link already, so you can just use that one.