Subject: Feature request, clients update objectives
Posted by Jerad2142 on Thu, 24 Apr 2014 23:11:39 GMT

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I'd like to request an update so that clients receive objective updates, co-op maps would love you guys for it.

File Attachments
1) Untitled.png, downloaded 476 times

Bear Rug Co: We need more rugs, get out there and kill us some bears!
New Primary mission objective
Hunt bears for money!
Primary mission objective Accomplished

Primary
N

100

Jerad2142

Credits: 0

Subject: Re: Feature request, clients update objectives
Posted by danpaul88 on Fri, 25 Apr 2014 10:09:12 GMT
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As previously posted 4.1 is the last version of scripts.dll for Renegade, all future versions will break compatibility and be designed for use in separate W3D games

Subject: Re: Feature request, clients update objectives
Posted by Jerad2142 on Fri, 25 Apr 2014 17:20:15 GMT
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Ah I figured adding in 3 network messages that could call:
Commands->Set_Objective_HUD_Info_Position
Commands->Set_Objective_Status
Commands->Add_Objective
client side to be fairly simple when you had the code for (name of whatever file is equivalent to bhs.dll in 4.0).

Subject: Re: Feature request, clients update objectives
Posted by jonwil on Fri, 25 Apr 2014 22:49:30 GMT
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Jerad Gray wrote on Sat, 26 April 2014 01:20Ah I figured adding in 3 network messages that could call:
Commands->Set_Objective_HUD_Info_Position
Commands->Set_Objective_Status
Commands->Add_Objective
client side to be fairly simple when you had the code for (name of whatever file is equivalent to bhs.dll in 4.0).
Its not that simple.

Subject: Re: Feature request, clients update objectives
Posted by Jerad2142 on Fri, 25 Apr 2014 23:26:25 GMT
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jonwil wrote on Fri, 25 April 2014 16:49Jerad Gray wrote on Sat, 26 April 2014 01:20Ah I figured adding in 3 network messages that could call:
Commands->Set_Objective_HUD_Info_Position
Commands->Set_Objective_Status
Commands->Add_Objective
client side to be fairly simple when you had the code for (name of whatever file is equivalent to bhs.dll in 4.0).
Its not that simple.

All I did in ECW was call commands client side through shaders.dll lol, although that was for the "Commands->Set_HUD_Help_Text" but that's a useful feature too that I wish 4.X had.

Subject: Re: Feature request, clients update objectives
Posted by Ethenal on Sat, 26 Apr 2014 00:39:30 GMT
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I think the part that he is saying isn't simple is allowing that to be sent over the network, but I could be wrong.

Subject: Re: Feature request, clients update objectives
Posted by jonwil on Sat, 26 Apr 2014 06:09:41 GMT
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Yes its not that simple to send things over the network

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.