
Subject: Big Message at startup like "Destroy enemy buildings!" ?

Posted by [rrutk](#) on Tue, 10 Feb 2009 14:36:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

How to make a big Message appear at startup like "Destroy enemy bulidings!"

You know this type of HUD message from the multiplayer training at startup or from "Your ammo is full"....

Subject: Re: Big Message at startup like "Destroy enemy buildings!" ?

Posted by [Genesis2001](#) on Tue, 10 Feb 2009 15:00:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think that may be a SP feature, and I already asked a coder friend of mine and he said the SP calls are blocked in MP. ./

Subject: Re: Big Message at startup like "Destroy enemy buildings!" ?

Posted by [rrutk](#) on Tue, 10 Feb 2009 16:05:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

no, they arnt.

in VWMM 0.31b i buy beacons via a special PT. and if you try to buy more then 1 you get the big message "your ammo is full" in your screen.

need something like this.

Subject: Re: Big Message at startup like "Destroy enemy buildings!" ?

Posted by [jnz](#) on Tue, 10 Feb 2009 17:17:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

rrutk wrote on Tue, 10 February 2009 16:05no, they arnt.

in VWMM 0.31b i buy beacons via a special PT. and if you try to buy more then 1 you get the big message "your ammo is full" in your screen.

need something like this.

That message is a generic message embedded somewhere in the client. It is not sent by the server.

Subject: Re: Big Message at startup like "Destroy enemy buildings!" ?

Posted by [rrutk](#) on Tue, 10 Feb 2009 19:43:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

but then it should be possible to have such messages after join in:

need it. i made a map, with teams have different orders. gamers need to know this at startup.

File Attachments

1) [msg.jpg](#), downloaded 715 times



Subject: Re: Big Message at startup like "Destroy enemy buildings!" ?

Posted by [jnz](#) on Tue, 10 Feb 2009 19:47:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

This would have to be a new feature by TT to send a command from the server to the client to display that message.

Subject: Re: Big Message at startup like "Destroy enemy buildings!" ?

Posted by [LR01](#) on Wed, 11 Feb 2009 15:42:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

ueh, does he even wants it to be send by the server and not just a static thing that always shows up?

Subject: Re: Big Message at startup like "Destroy enemy buildings!" ?

Posted by [rrutk](#) on Wed, 11 Feb 2009 16:34:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

show up at map start or players joins
