

## ET: Legacy Development - Feature #1303

### Add separate objective messages popup area

26.05.2019 13:41 - Spyhawk

<b>Status:</b>	New	<b>% Done:</b>	0%
<b>Priority:</b>	Low	<b>Spent time:</b>	0.00 hour
<b>Assignee:</b>			
<b>Category:</b>	Mod CGAME		
<b>Target version:</b>	2.78		
<b>OS:</b>		<b>Arch:</b>	
<b>Description</b>			
<p>Currently kills, join, objective messages are all displayed as side popup (cpm). While a filter has been added (#805), it would be better to have a dedicated space for better readability. This could also prove to be useful for the shoutcaster feature (#1292).</p> <ul style="list-style-type: none"><li>• Add a new separate, cpm-like space for obj and map scripts messages.</li><li>• Use longer fade time.</li></ul>			

### History

#1 - 23.06.2019 12:40 - Spyhawk

- Target version changed from 2.77 to 2.78