

ET: Legacy Development - Feature #239

Show fireteam members latched class

07.03.2013 12:43 - Jacker

Status:	Fixed	% Done:	100%
Priority:	Normal	Spent time:	0.00 hour
Assignee:	Jacker		
Category:	Mod CGAME		
Target version:	2.71rc2		
OS:		Arch:	
Description			
Implementation of the b_latchedclass from etpro, what it means is basically an simple info in the fireteam window that shows the fireteam members next class (if it is different than the current class). So that members of the fireteam know that someone is switching class. Should be quite simple to add. Ill add a cg_latchedclass cvar so that people who dislike it can disable it.			
Related issues:			
Related to ET: Legacy Development - Feature # 257: b_fireteamLatchedClass 0		Fixed	17.03.2013

Associated revisions

Revision a639e6da - 20.03.2013 19:51 - Jacker

cgame: cg_fireteamlatchedclass added, server side still need a bit of work, refs #239

Revision 54dbe2e2 - 20.03.2013 20:32 - Jacker

qagame: send clientinfo when class is changed, refs #239

History

#1 - 20.03.2013 19:56 - Jacker

- File fireteam.jpg added
- Target version changed from 2.78 to 2.71rc2
- % Done changed from 0 to 80

cg_fireteamlatchedclass is now added and it works, but still needs to be fixed on the server side (the server only send the info if weapon has changed, so it should also send the info if the class has changed).

#2 - 20.03.2013 20:34 - Jacker

- Status changed from New to Fixed
- % Done changed from 80 to 100

Works now as in etpro. Will update wiki as well.

Files

fireteam.jpg	6.74 KB	20.03.2013	Jacker
--------------	---------	------------	--------