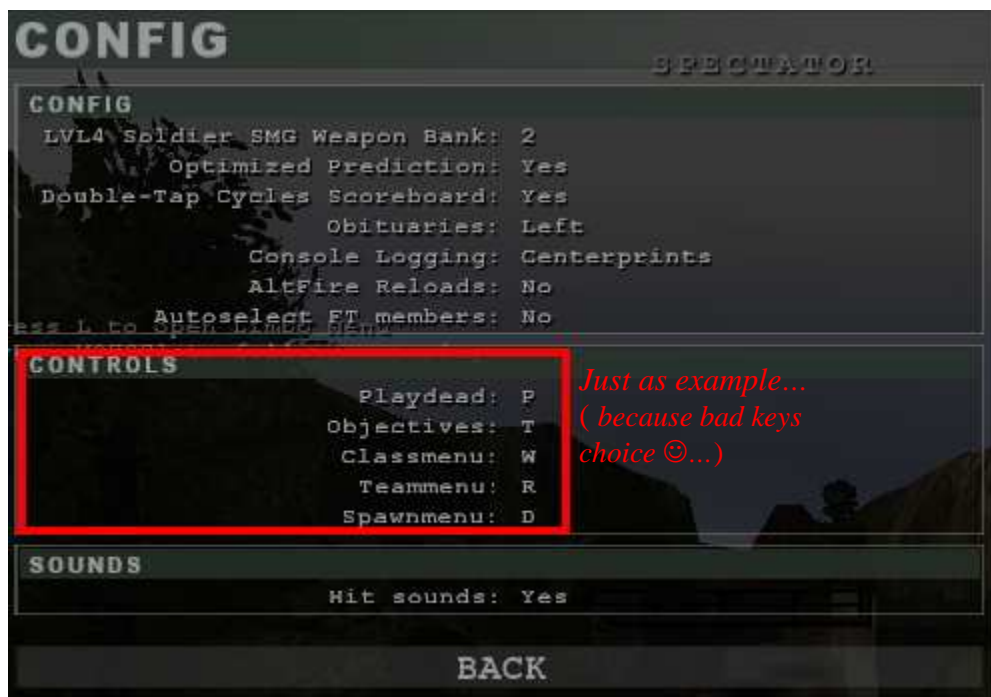


Perhaps stupid :

I have spoken about to use some quick keys in the limbo menu for selecting quicker Classes and Weaps. They already exist but they are Text Menu. Text Menus offers the advantage it eat less resources (but the graphics resources are in local ☺)

And in fact I prefer to use Limbo graphical menu like many players.

Many players do not know where to set Quick Menu and it is so different that they do not use it....



[Some présentations are “wrong”]

TAB AXIS Left Allies Right

Limbo Allies Left Axis Right

wm_teamclassalt.menu Allies First Axis Second (Like Allies Left ; Allies Right)

I hate to use wm_teamclassalt.menu because like many I have learn to use WET with Limbo graphical menu...

For sure wm_teamclassalt.menu is better for someone that know it.

But for example regarding my opinion I prefer to have Team Class Horizontal And to have Team Weaps Vertical (I have always played like that) [For sure it depends of the number the number of Weaps ;)]

wm_teamclassalt.menu should have the same Presentation than in Limbo Menu (If you decide to change the Limbo Menu or Any menu all Menu should have the same presentation !) [It is best because its is more easy for the player].

You have changed Skills but they do not appear in limbo.

I suggest to change skills by numbers because you have added more skills levels

For skill and all like that ; because you have added a lot of medals it could be certainly possible to create a skills menu (like exist for weapons).

What my examples of graphics suggestions... :)

What is the more important and the more used in Limbo Menu is :

- Be able to change from class and weap quickly
- Be able to change from Spawn but many players do not know they can click on the flag to change Spawn [a Button for a Spawn Box can be good]

At you to see what you feel the best ... Including if you think about to manage a way to let to Admins the Weaps they want to manage : with these kinds of Graphical Menus it can help you to Manage all you need regarding You possible goals...

Examples of graphical suggestions :

<http://www.eurobunker-arena.com/bmodder/Suggestion-A.jpg>

<http://www.eurobunker-arena.com/bmodder/Suggestion-B.jpg>

<http://www.eurobunker-arena.com/bmodder/Suggestion-C.jpg>

<http://www.eurobunker-arena.com/bmodder/Suggestion-D.jpg>

<http://www.eurobunker-arena.com/bmodder/Suggestion-E.jpg>

<http://www.eurobunker-arena.com/bmodder/Suggestion-F.jpg>