

1 What's New

- 3D Chat → new HUD
- Console Interface -
A new HUD was implemented that provides a command line interface to input one of the following commands and output the layout's responses
 - **options** [**<moduleName>**[-**<objId>**[-**<parameterName>**]]] to output the options for the set and read command
 - **set** **<moduleName>**-**<objId>**-**<parameterName>**=**<value>**
 - **read** **<moduleName>**-**<objId>**[-**<parameterName>**]

Now there are 4 HUDs

- The Control HUD
- The Chat HUD
- The Console HUD
- The "Carried Keys" HUD