
Subject: Re: Activate / Deactivate PT-Entrys?

Posted by [rrutk](#) on Tue, 06 May 2008 21:35:58 GMT

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And what for is JFW_Hide_PT?

It's for disabling PT-Icons, isnt it?

And the expanded Vehicle Factory set of scripts is also able to remove them...so it should be possible...

JFW_PT_Hide (script to hide an object on the sidebar on startup)

Player_Type (which player type to hide this for, 0 = nod, 1 = gdi)

Preset (the name of the preset to hide)

JFW_PT_Hide_Death (script to hide an object on the sidebar when the thing its attached to dies)

Player_Type (which player type to hide this for, 0 = nod, 1 = gdi)

Preset (the name of the preset to hide)

JFW_PT_Hide_Custom (script to hide an object on the sidebar when the thing its attached to gets a custom)

Player_Type (which player type to hide this for, 0 = nod, 1 = gdi)

Preset (the name of the preset to hide)

Message (the message to look out for)

But damn, it does not work

New PT-Sidebar (yes, the arrows are from APB):

File Attachments

1) [Sidebar.jpg](#), downloaded 345 times



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