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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):

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## File Attachments

1) [Sidebar.jpg](#), downloaded 429 times

