
Subject: Re: New PT's

Posted by [Omar007](#) on Wed, 05 May 2010 15:20:37 GMT

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Jerad Gray wrote on Wed, 05 May 2010 16:51Toggle SpoilerOmar007 wrote on Mon, 03 May 2010 15:17Im wondering whether it is possible to change the PT's Purchase List
I dont even know how it chooses its default actually, but i basically want to replace that with another entry.

Picture to illustrate:

So when Secrets is chosen, only the entries in Secrets must be visible in the PT. GDI must not. (chosen as in selected with a script ingame)

And please look at Secrets as if its a new entry and not the extra characters

What i did found in engine_pt.cpp was these rows (i hope the comments are indeed what they mean):

```
DefinitionArray = (PurchaseSettingsDefClass **)0x0085E180; //The entries inside the Character Classes of the picture above??
```

```
Find_Purchase_Definition = (void *)0x006F2BD0; //The characters tab
```

```
Find_Team_Purchase_Definition = (void *)0x006F3430; //The enlisted (main) entries
```

Would it be possible to point these to one of the new entries?

Using the Set_Preset() method and hardcode every new preset is what i want to avoid with this.

The function already exists "Change_Spawn_Char(int Team,const char *Name);"

That changes the spawn character. I dont want that

I want the PT entries to dynamicly change to what gets selected.

So each of these Character Class entries contain other chars and values.

I could do it by re-setting (not resetting) every PT entry using Set_Preset() but that would require me to hardcode all presets for every Character Class LE Entry.
