
Subject: Re: Sidebar PT

Posted by [jlhill17](#) on Sun, 22 Jan 2012 21:07:27 GMT

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I made tt.ini as follows:

[General]

EnableSidebar=true

GDIUpArrowTexture=btn_pt_up.tga

GDIDownArrowTexture=btn_pt_down.tga

GDIBackgroundTexture1=ptbg.tga

GDIBackgroundTexture2=ptbg.tga

NODUpArrowTexture=btn_pt_up.tga

NODDownArrowTexture=btn_pt_down.tga

NODBackgroundTexture1=ptbg.tga

NODBackgroundTexture2=ptbg.tga

RefillLimit=5

AlternateSelectEnabled=false

SidebarSoundsEnabled=false

And I added a Generic_Switch to my map with JFW_Sidebar_PT on it, but it didn't activate the sidebar when poked. Am I doing something wrong?
