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Subject: Help: New Vehicles in mix maps / always.dbs  
Posted by [WNxCABAL](#) on Fri, 09 Jul 2004 16:20:05 GMT  
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Hey, i have successfully implemented a fanmade vehicle into my maps PT's.  
I call it "successful" only if I place the always.dbs into the data directory along with the mix map.  
But the problem is, when ever I place this always.dbs into the data directory, I no longer see server listings on the WOL. And without the Always.dbs it no longer includes them. So either way, its a pain in the ass.

But thats not what I am trying to get through here.  
What I am wanting is, to have the extra fanmade vehicle available on the PT without having to put the the LE created always.dbs in the data directory.

I know this is possible to do, after playing on City\_FlyingSE & Temple\_DM, I just haven't a clue on how to do it myself.

Any help will be much appreciated.

Thanks.  
Andy.

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Subject: Help: New Vehicles in mix maps / always.dbs  
Posted by [Spice](#) on Fri, 09 Jul 2004 19:36:52 GMT  
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I Think you should put it in your editors chache and the export it as a mix file and it should work.  
But..  
Im actually curious on how to get the vehicles to appear. Might telling me how because as of right now I havent tried and would like to know how to do it without messing around right off the bat. (I want mine to appear under the extra's)

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Subject: Help: New Vehicles in mix maps / always.dbs  
Posted by [WNxCABAL](#) on Fri, 09 Jul 2004 20:00:58 GMT  
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read step 6  
<http://renhelp.co.uk/?tut=15>

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Subject: Help: New Vehicles in mix maps / always.dbs  
Posted by [Spice](#) on Fri, 09 Jul 2004 22:27:13 GMT  
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hmm I read that tutorial long ago .. Didnt remember that bottom part

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Subject: Help: New Vehicles in mix maps / always.dbs  
Posted by [WNxCABAL](#) on Fri, 09 Jul 2004 23:26:15 GMT  
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hehe, okays,  
back on topic, can anybody help

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Subject: Help: New Vehicles in mix maps / always.dbs  
Posted by [Titan1x77](#) on Sat, 10 Jul 2004 04:48:55 GMT  
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go to global settings > Purchase settings > vehicles(GDI) and press Temp name this new preset :  
vehicles(GDI)

Then change the object to your vehicle and set its price ,etc..

If you want to edit the extras menu then go to vehicles(Secret GDI).

and Im sure you can figure out how to modify Nod's vehicles.

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Subject: Help: New Vehicles in mix maps / always.dbs  
Posted by [WNxCABAL](#) on Sat, 10 Jul 2004 11:07:15 GMT  
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agh rite, never thought of that.  
Thanks for the tip  
A shall reply if it works

Andy.

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Subject: Help: New Vehicles in mix maps / always.dbs  
Posted by [WNxCABAL](#) on Sat, 10 Jul 2004 11:36:30 GMT  
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Your a star

Thanks

Andy

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