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Subject: Adding Purchase terminals  
Posted by [bighairybear](#) on Mon, 27 Sep 2004 21:40:24 GMT  
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How do you add extra purchase terminals screen models to a map ?  
Is there a w3d for them ?

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Subject: Adding Purchase terminals  
Posted by [icedog90](#) on Mon, 27 Sep 2004 21:48:11 GMT  
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I don't know the name of it, but it can definitely be found in Always.dat.

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Subject: Adding Purchase terminals  
Posted by [bighairybear](#) on Mon, 27 Sep 2004 21:53:05 GMT  
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I spent ages trawling through the always & always2 dats, i found a w3d for the purchase terminal zone but not the terminals.

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Subject: Adding Purchase terminals  
Posted by [laeubi](#) on Mon, 27 Sep 2004 22:35:02 GMT  
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Object->Simple->CnC\_Objects

The you find the PT's if you create one, keep in mind that it will be invisible. so just click around to find and move it where you want.

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Subject: Adding Purchase terminals  
Posted by [Blazea58](#) on Mon, 27 Sep 2004 22:45:10 GMT  
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Or you can always just make a box in gmax, texture the front and sides, then chuck it on all the areas you want the pts. Then you have some badass custom pts.

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Subject: Adding Purchase terminals  
Posted by [bighairybear](#) on Tue, 28 Sep 2004 18:09:11 GMT  
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I know how to a the function of a purchase terminal. But i want to add the actual terminal model/graphic. I could make my own but i dont want to waste time on something that is already made and waiting hidden in renegade somewhere.

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Subject: Adding Purchase terminals  
Posted by [Dante](#) on Tue, 28 Sep 2004 20:11:06 GMT  
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all of the purchase terminal models are part of the buildings interior, you would need to "rip" it from one of those to get to it, which isn't really hard, just a pain to retexture. I think somewhere along the lines, someone surely made a generic PT for buildings? But then you run into a problem of this, if you want it to "look" and "act" like a PT, how do you get it to work with the power/status of the building? (damage linked animations).

So as you see, a PT isn't just as simple as placing a new model on the map, it has to be somehow linked to that building.

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Subject: Adding Purchase terminals  
Posted by [Naamloos](#) on Tue, 28 Sep 2004 20:38:50 GMT  
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Unless you don't wan't to use it for normal structures(or C&C mode)

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Subject: Adding Purchase terminals  
Posted by [jonwil](#) on Tue, 28 Sep 2004 22:00:04 GMT  
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I suggest downloading buildings.zip from the westwood FTP site.  
It contains GMAX models for all the Purchase Terminals in there somewhere.

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Subject: Adding Purchase terminals  
Posted by [bighairybear](#) on Tue, 05 Oct 2004 07:25:26 GMT  
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I find the ingame pt files now , they usally part of the internal damage w3ds. I can import it an take what i need.

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