Subject: Presets in .mix
Posted by bisen11 on Fri, 11 Feb 2005 19:44:52 GMT
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How do i get the presets and temps to work in my .mix map?

Subject: Presets in .mix
Posted by bisen11 on Mon, 14 Feb 2005 14:26:13 GMT
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bueler?.. bueler?.. anyone?.. anyone?..

Subject: Presets in .mix
Posted by WNxCABAL on Mon, 14 Feb 2005 14:44:07 GMT
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more info please. :rolleyes:

Subject: Presets in .mix
Posted by bisen11 on Tue, 15 Feb 2005 02:27:43 GMT
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Well i make a temp of a soldier. I put it as something you can buy in the global settings. And it doesn't work. So how do i get it to work.

Subject: Presets in .mix
Posted by Slash0x on Tue, 15 Feb 2005 04:18:39 GMT
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You temp the soldier and set it up how you like it. Then you temp the Soldier PCT for the team you wish to edit. From there, you find the preset there you wish to replace by selecting that soldier. Fairly simple, you just I just don't remember what the PCT preset is called off the top of my head.

Subject: Presets in .mix
Posted by bisen11 on Tue, 15 Feb 2005 13:32:03 GMT
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Where are you supposed to put the New preset at in the Temp for the New PT? You sure you know what your talking about....

Subject: Presets in .mix
Posted by YSLMuffins on Tue, 15 Feb 2005 21:37:26 GMT
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It should be under Global Settings, down near the bottom of the preset pane.

Subject: Presets in .mix
Posted by Slash0x on Wed, 16 Feb 2005 00:07:56 GMT
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That's how carnage club made their characters so cheap. That is the way I explained it.

EDIT:
You temp ur character you want like so....

temp the character classes...
- the characters are in order, so as you edit them, they will be in number order, last one "zero" on the pct character list
- you can change the string name, value of cost, and the icon shown on the PCT character buy screen.
- you have to have the object pointing towards the object you created, like my "test" preset (if you want to have multiple skins - up to four - look at havoc's list, that's a good example for that)

Just like to note:
If you are trying to change the starting spawn preset, it doesn't work. it is hard coded to the original preset.
If you want to change the first set of "zero" infantry, that is on the Team Purchase Settings preset list.

Hope this helps!
[Slash0x]

Subject: Presets in .mix
Posted by bisen11 on Wed, 16 Feb 2005 03:41:54 GMT
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Just one thing im wondering now. I did that and when i tried to make it no PCT popped up or anything. So im assuming i would have to change something with the PCT or Temp it. What would i have to change in it so it would follow my new settings rather than the old ones.

Subject: Presets in .mix
Posted by Slash0x on Wed, 16 Feb 2005 03:56:59 GMT
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The PCTs are under the Simple stuff. Somewhere near Dave's Arrow...

Subject: Presets in .mix
Posted by bisen11 on Wed, 16 Feb 2005 14:17:11 GMT
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Slash0xThe PCTs are under the Simple stuff. Somewhere near Dave's Arrow...

That's not what i asked -_-. I want to know if i have to change something in the PCTs settings so that is will follow my temped version of the global settings instead of thr original.