
Subject: This mod maker is a total n00b and needs help!
Posted by [Anonymous](#) on Wed, 08 Jan 2003 03:54:00 GMT
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Hi all, these forums seem to be the holy grail of all mod troubles so i was wondering if you could answer these questions for me (i'm stuck) i'm trying to customise the purchase settings in my map i see it done all the time! with other maps ACK's ones, omaha beach etc, loads! Also customising the weapon(s) and health amount that you start with (initially and when purchasing a new character) I have been modifying the 'character classes (gdi)' options in the global settings --> purchase settings bit of the commando editor and other bits in there but nothing seems to work! any ideas??much appreciatedHalo38

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Posted by [Anonymous](#) on Wed, 08 Jan 2003 07:29:00 GMT
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i'm sure you can add new vehicles and adjust the purchase settings from the globals ...i've experimented with it a few times.my suggestion would be to keep working at it.....it took me more than a few tries to get it right Are you adding an icon for your new unit in the settings for the purchase of said new unit?i'm pretty sure that there is a tutorial on how to add new items to the purchase menus but i cant remember where i saw it at.....anyone else here know where that tutorial was or is now?Eric.

Subject: This mod maker is a total n00b and needs help!
Posted by [Anonymous](#) on Wed, 08 Jan 2003 07:35:00 GMT
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ANd the point is, you can't cahnge this setings in a MAp, it have to be a .pkg

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Posted by [Anonymous](#) on Wed, 08 Jan 2003 14:26:00 GMT
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yes im adding icons to the pt screen im trying to get some of the secret and mutant characters working for gdi and nod (logan, locke and kane etc) and eventually doing a sniper only conversion so the pt options are essential.I'm going to convert the .pkg to a .mix at he end that wont effect it will it?If any one does find a tutorial on this please post here! until then im going to browse the archives here..... alot to get through so ill be offHalo38

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Posted by [Anonymous](#) on Wed, 08 Jan 2003 14:34:00 GMT
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you will lose the changes if you try to put in new stuff to make it a .mix. You can't edit the presets if you want a .mix

Subject: This mod maker is a total n00b and needs help!
Posted by [Anonymous](#) on Wed, 08 Jan 2003 22:14:00 GMT
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If you want new presets to work on a mix you have to use the "Temp" button instead of "Add" in Commando.

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Posted by [Anonymous](#) on Wed, 08 Jan 2003 22:35:00 GMT
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To change the purchase settings in a mix file you have to create a 'Temp' version of them. Modifications to the new temp purchase settings will show up in a mix file.

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Posted by [Anonymous](#) on Thu, 09 Jan 2003 00:02:00 GMT
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yes he is.

Subject: This mod maker is a total n00b and needs help!
Posted by [Anonymous](#) on Thu, 09 Jan 2003 13:24:00 GMT
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????? Neosaber you done the recent sniper only conversion on walls and volcanco etc.... didn't you? good work like that you could use logan. Halo38

Subject: This mod maker is a total n00b and needs help!
Posted by [Anonymous](#) on Fri, 10 Jan 2003 08:06:00 GMT
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Thanks.I should be releasing a second sniper only map pack in a couple of days, in case anyone wanted to know
