## Subject: Activate / Deactivate PT-Entrys?
Posted by rrutk on Fri, 02 May 2008 23:02:08 GMT
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Activate / Deactivated PT-Entrys?

Is it somehow possible, to activate / deactivate some PT-Entrys with a command or script???

I want to have an entry on one map, but not on the other map in 1 mod-package.

Should be, like activating/deact air units.

## Subject: JFW_PT_Hide (changed topic/question)
Posted by rrutk on Sat, 03 May 2008 13:31:38 GMT
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Found "JFW_PT_Disable", but cant get it to work???

If I use it on a map with standard buy-logic, nothing happens.

If I use it on my map with Expanded Vehicle Factory set of scripts by Matt Bailey "Whitedragon, the game crashes. It gives critical script error with wrong paramter position, but it is correct.

JFW_PT_Disable (script to disable a PT object on startup)
 Player_Type (the player type to trigger on, 0 = Nod, 1 = GDI)
 Type (type to disable)
 Pos (position to disable)

JFW_PT_Disable_Death (script to disable a PT object when the thing this is attached to dies)
 Player_Type (the player type to trigger on, 0 = Nod, 1 = GDI)
 Type (type to disable)
 Pos (position to disable)

The values for type are:
0 = characters
1 = vehicles
2 = equipment
3 = secret characters
4 = secret vehicles
5 = enlisted characters
6 = beacon
For types 0,1,2,3,4, pos corresponds to the position in the Purchase Settings in leveledit, e.g. 0 for pos means "entry 1" as labeled in leveledit.
For type 5, pos corresponds to the position in the Team Purcase Settings in leveledit, e.g. 0 for pos means "Enlisted 1" as labeled in leveledit.
For type 6, pos has no effect.
The hud ini script, the wireframe mode script and the PT scripts all require bhs.dll on the client to

work

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## Subject: Re: Activate / Deactivate PT-Entrys?
Posted by ErroR on Sat, 03 May 2008 14:35:21 GMT
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maybe look at the one wepons factory and aristrip uses if you didn't already

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## Subject: Re: Activate / Deactivate PT-Entrys?
Posted by rrutk on Sat, 03 May 2008 14:39:18 GMT
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dont understand what you mean.

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## Subject: Re: Activate / Deactivate PT-Entrys?
Posted by ErroR on Sat, 03 May 2008 15:43:57 GMT
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rrutk wrote on Sat, 03 May 2008 17:39dont understand what you mean.
Weapons factory have a script (or pt) if you destroy it you can't buy vehs it's disbled...

ahem maybe look at it's script

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## Subject: Re: Activate / Deactivate PT-Entrys?
Posted by rrutk on Tue, 06 May 2008 13:36:39 GMT
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I changed now complete to sidebar & advanced weapon factory logic.

But i need the JFW_PT_Hide to work.

I tried it, but nothings happens......?

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## Subject: Re: Activate / Deactivate PT-Entrys?
Posted by bisen11 on Tue, 06 May 2008 15:46:29 GMT
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I have no idea.

The only way around it that I can think of would be to make a bunch of those pts where you can

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only buy one thing.

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Subject: Re: Activate / Deactivate PT-Entrys?
Posted by jnz on Tue, 06 May 2008 15:48:17 GMT
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The PT is set up client side. You can stop people buying certain presets and disable the infantry/vehicle selection only. You can't disable the icons themselves.

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Subject: Re: Activate / Deactivate PT-Entrys?
Posted by rrutk on Tue, 06 May 2008 21:35:58 GMT
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And what for is JFW_Hide_PT?

It's for disabling PT-Icons, isnt it?

And the expanded Vehicle Factory set of scripts is also able to remove them...so it should be possible...

JFW_PT_Hide (script to hide an object on the sidebar on startup)
 Player_Type (which player type to hide this for, 0 = nod, 1 = gdi
 Preset (the name of the preset to hide)

JFW_PT_Hide_Death (script to hide an object on the sidebar when the thing its attached to dies)
 Player_Type (which player type to hide this for, 0 = nod, 1 = gdi
 Preset (the name of the preset to hide)

JFW_PT_Hide_Custom (script to hide an object on the sidebar when the thing its attached to gets a custom)
 Player_Type (which player type to hide this for, 0 = nod, 1 = gdi
 Preset (the name of the preset to hide)
 Message (the message to look out for)


But damn, it does not work

New PT-Sidebar (yes, the arrows are from APB):


File Attachments
1) Sidebar.jpg, downloaded 566 times

Subject: Re: Activate / Deactivate PT-Entrys?
Posted by OWA on Wed, 07 May 2008 10:37:51 GMT
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You'll need to ask the APB guys whether you can use their graphics before you release it (if you plan to).