
Subject: Preset name of the Purchase Terminal
Posted by [Raptor RSF](#) on Mon, 11 Jan 2010 23:35:08 GMT
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Does anybody know the name of the Purchase Terminal (PT) preset?
I mean the Terminal itself, not the zone...

Subject: Re: Preset name of the Purchase Terminal
Posted by [ErroR](#) on Tue, 12 Jan 2010 15:41:51 GMT
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it is added in with gmax, it's a part of the map, or building

Subject: Re: Preset name of the Purchase Terminal
Posted by [Raptor RSF](#) on Tue, 12 Jan 2010 16:24:32 GMT
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So it is impossible to link to it in c++ ?

Subject: Re: Preset name of the Purchase Terminal
Posted by [ErroR](#) on Tue, 12 Jan 2010 16:35:32 GMT
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no idea

Subject: Re: Preset name of the Purchase Terminal
Posted by [Gen_Blacky](#) on Tue, 19 Jan 2010 05:33:05 GMT
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the actual pt is part of the buildings. I think they have their own prefix name and you could link it that way or their mesh name. you will have to load up the buildings in gmax or use w3d dump to find the mesh names and prefix names.

Subject: Re: Preset name of the Purchase Terminal
Posted by [Raptor RSF](#) on Tue, 19 Jan 2010 18:20:45 GMT
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thanks, i know how to do that, but i dont really think they will be linkeble in c++ .Anyway, what i am trying to fix is not a big problem. So its not worth doing so mutch for this at all...

Subject: Re: Preset name of the Purchase Terminal

Posted by [jnz](#) on Tue, 19 Jan 2010 19:24:41 GMT

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Just find the PT model in always.dat. Then, you can create an object and change that object's model to the PT model.

Subject: Re: Preset name of the Purchase Terminal

Posted by [Raptor RSF](#) on Tue, 19 Jan 2010 19:37:33 GMT

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I only have to make some code like this:

```
If ((Bracketed *obj == true) && (Bracketed *obj =not-the-same-as "PT..model )
{
  do something;
}
```

So it wont show my distance display when the PT is bracketed.

Subject: Re: Preset name of the Purchase Terminal

Posted by [Gen_Blacky](#) on Tue, 19 Jan 2010 20:05:11 GMT

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Raptor RSF wrote on Tue, 19 January 2010 19:37I only have to make some code like this:

```
If ((Bracketed *obj == true) && (Bracketed *obj =not-the-same-as "PT..model )
{
  do something;
}
```

So it wont show my distance display when the PT is bracketed.

then you would do the pt zone wouldn't you since the pt model is part of the building.

Subject: Re: Preset name of the Purchase Terminal

Posted by [Raptor RSF](#) on Tue, 19 Jan 2010 20:49:31 GMT

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i am not sure if it will be linked witch a preset name linker in c++, but i will try next week

Subject: Re: Preset name of the Purchase Terminal
Posted by [reborn](#) on Tue, 19 Jan 2010 22:34:17 GMT

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jnz wrote on Tue, 19 January 2010 14:24 Just find the PT model in always.dat. Then, you can create an object and change that object's model to the PT model.

I'm not sure it exists as a separate model. Could be wrong, but I don't think it is.

Subject: Re: Preset name of the Purchase Terminal
Posted by [Gen_Blacky](#) on Wed, 20 Jan 2010 02:37:59 GMT

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reborn wrote on Tue, 19 January 2010 17:34 jnz wrote on Tue, 19 January 2010 14:24 Just find the PT model in always.dat. Then, you can create an object and change that object's model to the PT model.

I'm not sure it exists as a separate model. Could be wrong, but I don't think it is.

Its not its part of the interior of the buildings.
