Subject: New PT's
Posted by Omar007 on Mon, 03 May 2010 21:17:35 GMT

Im wondering whether it is possible to change the PT's Purchase List
I dont even know how it chooses its default actually, but i basically want to replace that with another entry.

Picture to illustrate:

So when Secrets is chosen, only the entries in Secrets must be visible in the PT. GDI must not. (chosen as in selected with a script ingame)

And please look at Secrets as if its a new entry and not the extra characters

What i did found in engine_pt.cpp was these rows (i hope the comments are indeed what they mean):
DefinitionArray = (PurchaseSettingsDefClass **)0x0085E180; //The entries inside the Character Classes of the picture above??
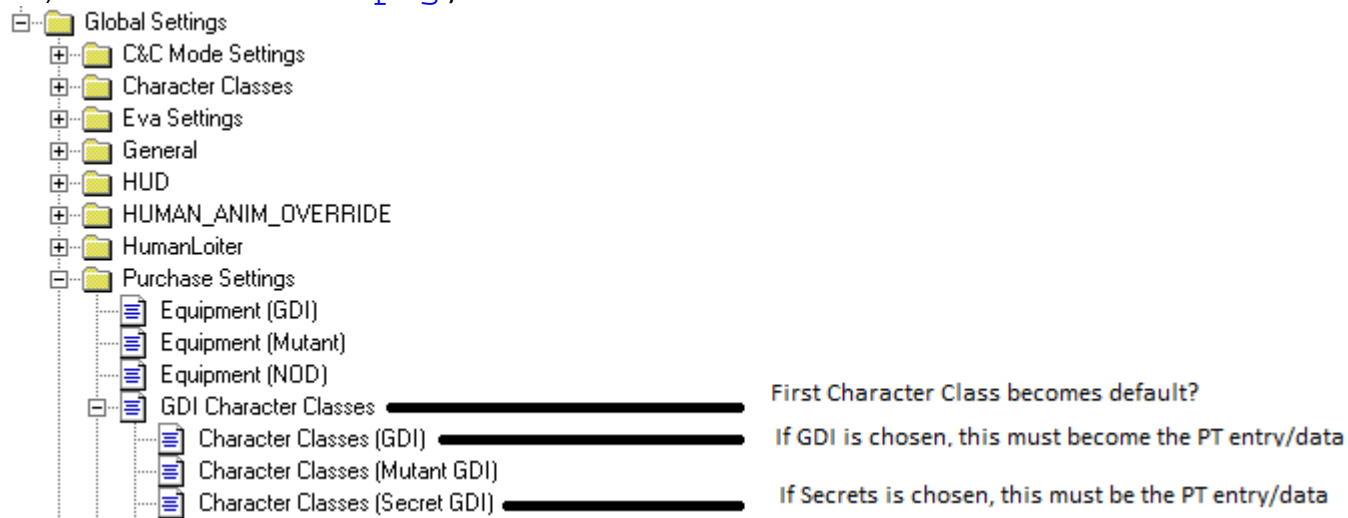Find_Purchase_Definition = (void *)0x006F2BD0; //The characters tab
Find_Team_Purchase_Definition = (void *)0x006F3430; //The enlisted (main) entries

Would it be possible to point these to one of the new entries?
Using the Set_Preset() method and hardcode every new preset is what i want to avoid with this.

File Attachments
1) illustration.png, downloaded 686 times

Global Settings
- C&C Mode Settings
- Character Classes
- Eva Settings
- General
- HUD
- HUMAN_ANIM_OVERRIDE
- HumanLoiter
- Purchase Settings
  - Equipment (GDI)
  - Equipment (Mutant)
  - Equipment (NOD)
  - GDI Character Classes ——————————— First Character Class becomes default?
    - Character Classes (GDI) ——————————— If GDI is chosen, this must become the PT entry/data
    - Character Classes (Mutant GDI)
    - Character Classes (Secret GDI) ——————————— If Secrets is chosen, this must be the PT entry/data

Subject: Re: New PT's
Posted by Jerad2142 on Wed, 05 May 2010 14:51:45 GMT

Omar007 wrote on Mon, 03 May 2010 15:17Im wondering whether it is possible to change the PT's Purchase List
I dont even know how it chooses its default actually, but i basically want to replace that with another entry.

Picture to illustrate:

So when Secrets is chosen, only the entries in Secrets must be visible in the PT. GDI must not. (chosen as in selected with a script ingame)

And please look at Secrets as if its a new entry and not the extra characters

What i did found in engine_pt.cpp was these rows (i hope the comments are indeed what they mean):
DefinitionArray = (PurchaseSettingsDefClass **)0x0085E180; //The entries inside the Character Classes of the picture above??
Find_Purchase_Definition = (void *)0x006F2BD0; //The characters tab
Find_Team_Purchase_Definition = (void *)0x006F3430; //The enlisted (main) entries

Would it be possible to point these to one of the new entries?
Using the Set_Preset() method and hardcode every new preset is what i want to avoid with this.
The function already exists "Change_Spawn_Char(int Team,const char *Name);"

Subject: Re: New PT's
Posted by Omar007 on Wed, 05 May 2010 15:20:37 GMT
View Forum Message <> Reply to Message

Jerad Gray wrote on Wed, 05 May 2010 16:51Toggle SpoilerOmar007 wrote on Mon, 03 May 2010 15:17Im wondering whether it is possible to change the PT's Purchase List
I dont even know how it chooses its default actually, but i basically want to replace that with another entry.

Picture to illustrate:

So when Secrets is chosen, only the entries in Secrets must be visible in the PT. GDI must not. (chosen as in selected with a script ingame)

And please look at Secrets as if its a new entry and not the extra characters

What i did found in engine_pt.cpp was these rows (i hope the comments are indeed what they mean):
DefinitionArray = (PurchaseSettingsDefClass **)0x0085E180; //The entries inside the Character Classes of the picture above??
Find_Purchase_Definition = (void *)0x006F2BD0; //The characters tab
Find_Team_Purchase_Definition = (void *)0x006F3430; //The enlisted (main) entries

Would it be possible to point these to one of the new entries?
Using the Set_Preset() method and hardcode every new preset is what i want to avoid with this.
The function already exists "Change_Spawn_Char(int Team,const char *Name);"
That changes the spawn character. I dont want that
I want the PT entries to dynamicly change to what gets selected.
So each of these Character Class entries contain other chars and values.
I could do it by re-setting (not resetting) every PT entry using Set_Preset() but that would require me to hardcode all presets for every Character Class LE Entry.

Subject: Re: New PT's
Posted by Jerad2142 on Wed, 05 May 2010 15:47:05 GMT
View Forum Message <> Reply to Message

Oh misunderstood what you were after, but even if you did manage to make them dynamically change without crashing (preset name length changes might case overflow etc), you'd still have an issue with clients not updating on their end, which would be really annoying.

Subject: Re: New PT's
Posted by Omar007 on Wed, 05 May 2010 20:10:45 GMT
View Forum Message <> Reply to Message

Update_PT (or something) would solve that.
The name length would be indeed an issue if the selected is longer then the entry it started with.
Just make the default the longest.

Subject: Re: New PT's
Posted by Jerad2142 on Thu, 06 May 2010 19:33:08 GMT
View Forum Message <> Reply to Message

Omar007 wrote on Wed, 05 May 2010 14:10Update_PT (or something) would solve that.
The name length would be indeed an issue if the selected is longer then the entry it started with.
Just make the default the longest.
The issue that I'm talking about is getting the pt to update and match the host's pt data, pt icons are loaded to match what the client has in their objects.ddb file/temps20.ddb file. So you'd have to explicitly tell the client that the icons/strings were different and change them remotely via some currently nonexistent script function.

Subject: Re: New PT's
Posted by Omar007 on Thu, 06 May 2010 21:41:43 GMT
View Forum Message <> Reply to Message

Jerad Gray wrote on Thu, 06 May 2010 21:33Omar007 wrote on Wed, 05 May 2010 14:10Update_PT (or something) would solve that.
The name length would be indeed an issue if the selected is longer then the entry it started with. Just make the default the longest.
The issue that I'm talking about is getting the pt to update and match the host's pt data, pt icons are loaded to match what the client has in their objects.ddb file/temps20.ddb file. So you'd have to explicitly tell the client that the icons/strings were different and change them remotely via some currently nonexistent script function.
I dont really get you then.
If you would harcode everything, you call Set_Preset() to change the PT entries 1 by 1. Then you update every client with Update_PT.
AFAIK this is the way that works.

What i want now is only changing the way the PT entries get changed. It can already be done (Set_Preset()) but i want it to be changed according to a new Character Class entry in LE instead of hardcoded data.

Subject: Re: New PT's
Posted by Omar007 on Thu, 13 May 2010 12:35:15 GMT
View Forum Message <> Reply to Message

Anyone? Reborn? TT team ppl?

Subject: Re: New PT's
Posted by reborn on Thu, 13 May 2010 21:15:45 GMT
View Forum Message <> Reply to Message

If I was able to help you, I would of posted. I just do not know enough about this topic you're talking about, sorry.

Subject: Re: New PT's
Posted by saberhawk on Thu, 13 May 2010 21:53:58 GMT
View Forum Message <> Reply to Message

Omar007 wrote on Thu, 06 May 2010 17:41Jerad Gray wrote on Thu, 06 May 2010 21:33Omar007 wrote on Wed, 05 May 2010 14:10Update_PT (or something) would solve that.
The name length would be indeed an issue if the selected is longer then the entry it started with. Just make the default the longest.
The issue that I'm talking about is getting the pt to update and match the host's pt data, pt icons are loaded to match what the client has in their objects.ddb file/temps20.ddb file. So you'd have to explicitly tell the client that the icons/strings were different and change them remotely via some currently nonexistent script function.
I dont really get you then.
If you would harcode everything, you call Set_Preset() to change the PT entries 1 by 1. Then you

update every client with Update_PT.
AFAIK this is the way that works.

What i want now is only changing the way the PT entries get changed. It can already be done (Set_Preset()) but i want it to be changed according to a new Character Class entry in LE instead of hardcoded data.

So don't hardcode the data? Either load it via some other method or basically copy it over from the "secrets" menu.

Subject: Re: New PT's
Posted by Omar007 on Mon, 17 May 2010 09:20:40 GMT

I can indeed copy the Secret menu but that is because that's already loaded.

If i had only 1 other team this would be no issue but i happen to have 3 in total

I'm a little stuck now i guess

Subject: Re: New PT's
Posted by saberhawk on Mon, 17 May 2010 11:02:51 GMT

Omar007 wrote on Mon, 17 May 2010 05:20I can indeed copy the Secret menu but that is because that's already loaded.

If i had only 1 other team this would be no issue but i happen to have 3 in total

I'm a little stuck now i guess

You can also use whatever kind of configuration file you'd like to actually store the info. INI files would work rather well. Set_Preset doesn't care where it gets it's information from.

Subject: Re: New PT's
Posted by Omar007 on Mon, 17 May 2010 20:48:04 GMT

Saberhawk wrote on Mon, 17 May 2010 13:02Omar007 wrote on Mon, 17 May 2010 05:20I can indeed copy the Secret menu but that is because that's already loaded.

If i had only 1 other team this would be no issue but i happen to have 3 in total

I'm a little stuck now i guess

You can also use whatever kind of configuration file you'd like to actually store the info. INI files would work rather well. Set_Preset doesn't care where it gets it's information from.
Yea thats true but i wanted to get it to work through new LE presets.
Oh well if that cant be done i'll just set it in configuration files.