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Subject: Hmm... a map screen? or maybe a wepons screen?

Posted by [Deafwasp](#) on Mon, 08 Sep 2003 16:52:19 GMT

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Hey. you think it can be done to add another menu, like when you go to a PT you click on the refill icon and it goes to another menu, where it is made you can but specific weapons and ammo or powerups?

I wonder how far we could change that stuff.

What can be done and keeping it a mix format?

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Subject: Hmm... a map screen? or maybe a wepons screen?

Posted by [General Havoc](#) on Mon, 08 Sep 2003 18:38:45 GMT

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In theory yes you can make it in MIX as long as you can actually add this extra menu to a PT. If its as simple as enabling the menu it should be very easy, just temping the preset will make it work in MIX.

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Subject: Hmm... a map screen? or maybe a wepons screen?

Posted by [Deactivated](#) on Tue, 09 Sep 2003 13:49:10 GMT

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I remember being this discussed before.

Every time a a powerup was purchased, it wouldn't work... "Factory is not presently available".

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Subject: Hmm... a map screen? or maybe a wepons screen?

Posted by [Deafwasp](#) on Tue, 09 Sep 2003 14:38:55 GMT

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well maybe it is possible to make the "factory" available. Maybe do it the way the barracks ae done, where as long as the thing (name escapes me) is on the map you can buy infantry from any pt.

I wouldent know where to start on that though.

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Subject: Hmm... a map screen? or maybe a wepons screen?

Posted by [General Havoc](#) on Tue, 09 Sep 2003 15:32:13 GMT

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Hmm maybe you get the factory is not available arror because the units you added to the PT were

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not dependencies of the factory controller but anyway try it with Infantry. You just need to change the refill or something to be an infantry type menu.

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