Subject: last one, then im back on track.......
Posted by nastym4n on Fri, 31 Oct 2003 23:11:29 GMT
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I want to remove the option to buy at a PT:

Nod Chem Trooper & Stealth black Hand
GDI Gunner & cheap Syd

I have taught myself everything else from scratch, but these last 2 questions have had me suffering for a while now so any help would be appreciated!

Subject: last one, then im back on track.......
Posted by General Havoc on Fri, 31 Oct 2003 23:52:23 GMT
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Go to the presets tree and find the item in the image below and click "mod".

Next a screen like below should pop up. Just find the entry (I've highlighted sydney below) and just delete the data in the fields for the specific character.

Same for the nod one and also the other catogoires like vehicles too.

Subject: last one, then im back on track.......
Posted by nastym4n on Sat, 01 Nov 2003 00:06:36 GMT
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Thanks very much.

and btw, great teleport tutorial - a trained monkey could follow it!!

Subject: last one, then im back on track.......
Posted by General Havoc on Sat, 01 Nov 2003 00:11:51 GMT
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Yeah, I tried to write is so nearly anyone could follow it without knowledge of Level Edit. I may finish some other tutorials off when I have time. I actually made some good progress on the W3D importer one.

Subject: last one, then im back on track.......
Posted by OrcaPilot26 on Sat, 01 Nov 2003 02:15:37 GMT
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Actually, you should "temp" the purchase terminal preset, then modify it if you're planning to make it .mix

Subject: last one, then im back on track.......
Posted by nastym4n on Mon, 03 Nov 2003 04:29:58 GMT
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I remade the map using this method.

However, instead of removing the chr$ when i enter the PT screen,

It leaves them for purchase at a value of 0 and u cannot see the small square icon with the chr$ on it.

Subject: last one, then im back on track.......
Posted by laeubi on Mon, 03 Nov 2003 09:28:28 GMT
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They are already there.. but If you buy them it says: Facilety not ready or something, I used this Method in my Snipermod... working fine.