
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 Purchase 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
