Subject: Re: Activate / Deactivate PT-Entrys?
Posted by rrutk on Tue, 06 May 2008 21:35:58 GMT
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And what for is JFW_Hide_PT?

It's for disabling PT-Icons, isnt it?

And the expanded Vehicle Factory set of scripts is also able to remove them...so it should be possible...

JFW_PT_Hide (script to hide an object on the sidebar on startup)
Player_Type (which player type to hide this for, 0 = nod, 1 = gdi
Preset (the name of the preset to hide)

JFW_PT_Hide_Death (script to hide an object on the sidebar when the thing its attached to dies)
Player_Type (which player type to hide this for, 0 = nod, 1 = gdi
Preset (the name of the preset to hide)

JFW_PT_Hide_Custom (script to hide an object on the sidebar when the thing its attached to gets a custom)
Player_Type (which player type to hide this for, 0 = nod, 1 = gdi
Preset (the name of the preset to hide)
Message (the message to look out for)

But damn, it does not work

New PT-Sidebar (yes, the arrows are from APB):

File Attachments

1) Sidebar.jpg, downloaded 409 times

0
1000
0
5000
0
700
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900
00051
aining: 01:59:34
minal