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Subject: New PT's

Posted by [Omar007](#) on Mon, 03 May 2010 21:17:35 GMT

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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

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1) [illustration.png](#), downloaded 436 times

