
Subject: New PT's

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

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I'm wondering whether it is possible to change the PT's Purchase List

I don't 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 it's a new entry and not the extra characters

What I did find 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

1) [illustration.png](#), downloaded 771 times

