Subject: Re: New PT's
Posted by Jerad2142 on Wed, 05 May 2010 14:51:45 GMT

Omar007 wrote on Mon, 03 May 2010 15:17Im 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.
The function already exists "Change_Spawn_Char(int Team,const char *Name);"