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Subject: Re: New PT's

Posted by [saberhawk](#) on Thu, 13 May 2010 21:53:58 GMT

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Omar007 wrote on Thu, 06 May 2010 17:41Jerad Gray wrote on Thu, 06 May 2010 21:33Omar007 wrote on Wed, 05 May 2010 14:10Update\_PT (or something) would solve that. The name length would be indeed an issue if the selected is longer then the entry it started with. Just make the default the longest.

The issue that I'm talking about is getting the pt to update and match the host's pt data, pt icons are loaded to match what the client has in their objects.ddb file/temps20.ddb file. So you'd have to explicitly tell the client that the icons/strings were different and change them remotely via some currently nonexistent script function.

I dont really get you then.

If you would harcode everything, you call Set\_Preset() to change the PT entries 1 by 1. Then you update every client with Update\_PT.

AFAIK this is the way that works.

What i want now is only changing the way the PT entries get changed. It can already be done (Set\_Preset()) but i want it to be changed according to a new Character Class entry in LE instead of hardcoded data.

So don't hardcode the data? Either load it via some other method or basically copy it over from the "secrets" menu.

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