Subject: Re: Sidebar tutorial for Renegade modders
Posted by jonwil on Sun, 09 Feb 2014 09:19:00 GMT
View Forum Message <> Reply to Message

ok, time for part 2 of the tutorial (which is necessary if you want objects to disappear when the building that normally builds them goes away)

First, in the C&C_MyMap_tt.ini file (or whatever), put this line at the end after the others
NewTechLevel=true

Then in leveledit, go to Global Settings then Purchase Settings. For each of Character Classes (GDI), Character Classes (Nod), Character Classes (Secret GDI), Character Classes (Secret Nod), Vehicles (GDI), Vehicles (Nod), Vehicles (Secret GDI) and Vehicles (Secret Nod), create a temp preset copy (or if you already have one, edit it). What you need to change is the Factory Building Type for each entry. For soldiers, set it to Soldier Factory. For vehicles, set it to Vehicle Factory. If you are using my helipad tutorial (to be posted shortly) set helicopters/air units to Helipad.

If there are units you dont want on the sidebar (e.g. the secret hidden extra vehicles), set their object to none. The usual enable/disable for extras (EXTRAS console command etc) will not work with the sidebar.

That should be all you need to do, no extra scripts are required, the engine logic behind NewTechLevel=true will do all the work of making the items vanish from the sidebar when the relavent building is destroyed.