
Subject: Help modifying the PT
Posted by [Anonymous](#) on Sat, 04 May 2002 16:48:00 GMT
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How can you force your PT to have the Vehicles section disabled?

Subject: Help modifying the PT
Posted by [Anonymous](#) on Sat, 04 May 2002 16:49:00 GMT
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dont put weapons factory in

Subject: Help modifying the PT
Posted by [Anonymous](#) on Sat, 04 May 2002 16:54:00 GMT
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brain less thought... get rid of em in comando (or make it so that they cant make the tanks if you really want it)

Subject: Help modifying the PT
Posted by [Anonymous](#) on Sat, 04 May 2002 17:34:00 GMT
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Prehaps I should have explained a bit better, this is an infantry only map, it has no war factory, but has a refinery, what I have setup right now makes the harvester work, but sadly you can buy tanks, which are rendered useless as the tiberium is enclosed with the refinery and tiberium walled in. It is designed so only infantry can get in, To make this work you have to insert the war factory controller into the level, then everything works including the PT, I want to be able to disable the vehicles in the PT manually.

Subject: Help modifying the PT
Posted by [Anonymous](#) on Sat, 04 May 2002 20:14:00 GMT
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boink!

Subject: Help modifying the PT
Posted by [Anonymous](#) on Sat, 04 May 2002 23:30:00 GMT
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In the editor:First, Global Settings.Then, Purchase Settings.And then, the Vehicles tab for GDI or Nod.Then click on the Settings mark at the top of the window that shows up when you click Mod after selecting either GDI or Nod Vehicles.Clear all the fields except for the two topmost. Remember to clear the secret purchase options too.There! No vehicles buyable! Only problem is that you can still enter the Vehicles tab when ingame... But you cant buy anything.
