
Subject: Mod project - pct's
Posted by [Stallion](#) on Wed, 17 May 2006 20:13:06 GMT
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I had an idea to make it so that a person can buy weapons without having to change there character. My problem is, I don't know how to change the purchase turminal to add an equipment section. Can someone please tell me how to do this? Also my mod project is going to have some major changes and I could really use some help on scripting (as I'm a total noob at it). If your looking for a fun project to work on, please e-mail me at Stallion@charter.net as I have some great ideas but need assistance in making them a reality. (Anyone that's worked on = Red Alert- A path beyond, placable turrets, transport drops, etc. would be a great help for my project).

Subject: Re: Mod project - pct's
Posted by [reborn](#) on Wed, 17 May 2006 20:42:12 GMT
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Is this going to be a total conversion mod, or a server-side mod?

Subject: Re: Mod project - pct's
Posted by [Stallion](#) on Wed, 17 May 2006 22:02:07 GMT
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I'm going to put my mods into a friends server he's starting up, so I think server side. BTW, what's a total conversion mod?; Like Red Alert - A path beyond?

Subject: Re: Mod project - pct's
Posted by [Shadow2256](#) on Sat, 20 May 2006 15:18:07 GMT
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Yes sir, it is.
