
Subject: new console!

Posted by [Titan_HQ](#) on Wed, 07 Jun 2006 16:10:50 GMT

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How do you make a new ingame console, like a PT but so you can buy different things, like weapons etc...

I think that adding a script to a object so that when you press 'e' near it, it would display a purchase screen might work, but i dont know.

Oh and another question, when i add new vehicles in level edit, when i try to buy them in-game they get stuck in the WF, so i put the (i cant remember what its called but it creates the vehicles when there purchased) outside the WF, but the vehicles dont appear now when i buy them!

Subject: Re: new console!

Posted by [danpaul88](#) on Wed, 07 Jun 2006 18:18:12 GMT

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You could temp the PT object and apply the script JFW_Powerup_Buy_Poke and point it to a powerup you want it to grant (temp existing powerups to make your own if you want).

NOTE this will only work for people with bhs.dll

Subject: Re: new console!

Posted by [thrash300](#) on Wed, 07 Jun 2006 18:45:13 GMT

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I like that idea. A new purchase menu for weapons. Can you send it to me if you ever finish it?

Subject: Re: new console!

Posted by [Titan_HQ](#) on Wed, 07 Jun 2006 18:49:17 GMT

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thrash300 wrote on Wed, 07 June 2006 19:45 I like that idea. A new purchase menu for weapons. Can you send it to me if you ever finish it?

Its part of a mod, but i dont see why not!
