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**Subject:** Adding Reacon bikes

Posted by [kill4ya2](#) on Thu, 04 Jan 2007 14:46:50 GMT

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Hi,

I have a ctf server and i would like to add reacon bikes how would i go about getting them?

Adam

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**Subject:** Re: Adding Reacon bikes

Posted by [Zion](#) on Thu, 04 Jan 2007 15:36:41 GMT

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Put them into the map manually, save and load the .lhd with the original map.

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**Subject:** Re: Adding Reacon bikes

Posted by [Jerad2142](#) on Thu, 04 Jan 2007 18:00:54 GMT

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Or you could modify the purchase settings and make them purchasable.

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**Subject:** Re: Adding Reacon bikes

Posted by [Cat998](#) on Thu, 04 Jan 2007 21:23:19 GMT

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Jerad Gray wrote on Thu, 04 January 2007 19:00Or you could modify the purchase settings and make them purchasable.

nope

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**Subject:** Re: Adding Reacon bikes

Posted by [Jerad2142](#) on Thu, 04 Jan 2007 21:29:50 GMT

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Cat998 wrote on Thu, 04 January 2007 14:23Jerad Gray wrote on Thu, 04 January 2007 19:00Or you could modify the purchase settings and make them purchasable.

nope

Wow, this must be some sort of super glitch then!

I must have really screwed up in level editor this time!

### File Attachments

1) [super purchase glitch.png](#), downloaded 658 times



[Back](#)

**Credits: 10056**

Subject: Re: Adding Reacon bikes  
Posted by [Kamuix](#) on Thu, 04 Jan 2007 21:31:14 GMT  
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Add buy zones to your maps JFW\_Preset\_Buy

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Subject: Re: Adding Reacon bikes  
Posted by [Kamuix](#) on Thu, 04 Jan 2007 21:34:12 GMT  
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Jerad Gray wrote on Thu, 04 January 2007 16:29Cat998 wrote on Thu, 04 January 2007 14:23Jerad Gray wrote on Thu, 04 January 2007 19:00Or you could modify the purchase settings and make them purchasable.

nope

Wow, this must be some sort of super glitch then!

I must have really screwed up in level editor this time!

I think he wanted to know how to do it serverside

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Subject: Re: Adding Reacon bikes  
Posted by [Jerad2142](#) on Thu, 04 Jan 2007 21:38:20 GMT  
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Then yes you are correct, you could do it through a purchase zone or poking.

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Subject: Re: Adding Reacon bikes  
Posted by [Cat998](#) on Thu, 04 Jan 2007 21:55:46 GMT  
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Jerad2142, please think a little bit before you post.  
SSCTF is a serverside mod.

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Subject: Re: Adding Reacon bikes  
Posted by [Jerad2142](#) on Thu, 04 Jan 2007 23:14:23 GMT  
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He said he had a CTF server, you can make your own, I've done it so I thought he had to because he said he had a ctf server.

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Subject: Re: Adding Recon bikes  
Posted by [Cat998](#) on Thu, 04 Jan 2007 23:49:23 GMT

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SSCTF = Serverside CTF

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Subject: Re: Adding Recon bikes  
Posted by [Jerad2142](#) on Fri, 05 Jan 2007 05:01:40 GMT

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Cat998 wrote on Thu, 04 January 2007 16:49SSCTF = Serverside CTF

He never said it was SSCTF, he said it was a CTF server, read the original post yourself.

kill4ya2 wrote on Thu, 04 January 2007 07:46Hi,

I have a ctf server and i would like to add recon bikes how would i go about getting them?

Adam

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Subject: Re: Adding Recon bikes  
Posted by [Cat998](#) on Fri, 05 Jan 2007 06:55:09 GMT

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Yes, I never said he did

but he said he is running CTF on the server, so it must be a ServerSide CTF mod (SSCTF), got it now ?

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Subject: Re: Adding Recon bikes  
Posted by [Ryu](#) on Fri, 05 Jan 2007 10:36:00 GMT

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Cat998 wrote on Fri, 05 January 2007 00:55Yes, I never said he did

but he said he is running CTF on the server, so it must be a ServerSide CTF mod (SSCTF), got it now ?

Yea but referring back to your original post, Adding a recon bike to the PT is easy. All it takes is a objects.aow.

Tho, Iv'e never tryed SSCTF so it might not work!

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**Subject: Re: Adding Reacon bikes**  
Posted by [kill4ya2](#) on Fri, 05 Jan 2007 11:36:07 GMT  
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Yeah I am running a CTF server so SSCTF would be right. is there any where i can just DL the files and drope them in? Since i have no idea how to edit files like that.

Adam

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**Subject: Re: Adding Reacon bikes**  
Posted by [Klote2314](#) on Sun, 07 Jan 2007 20:23:42 GMT  
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he hase sscif im doing it for him right now it worked with the buy settings but we have a problem the gdi people/agt kills the reacon bikes whenever i buy 1 i trayd to change the unit put to neutral but that aint good inuf i want to have another reacon bike but then for gdi right now where using 1 reacon bike for gdi and nod im tryin to make another reacon bike but its a lot of work to do that cant i just do copyy past ore sumthin and if u can how pls tell

fuck ma english is bad

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**Subject: Re: Adding Reacon bikes**  
Posted by [Blazer](#) on Mon, 08 Jan 2007 14:31:32 GMT  
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Im pretty sure they can be dynamically added. Zunnies server used to have recon bikes and all kinds of other stuff that would spawn, and it was all server side.

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**Subject: Re: Adding Reacon bikes**  
Posted by [Klote2314](#) on Thu, 11 Jan 2007 13:30:16 GMT  
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well i traid temping the nod recon bike and changing it into team gdi and adding it to the gdi purchase thing now it says the vehicle is not in stock when i try to buy it what did i do wrong -\_-:

and the recon bikes for nod DO work so it isnt that i hope

---

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**Subject: Re: Adding Recon bikes**

Posted by [Jerad2142](#) on Thu, 11 Jan 2007 16:05:00 GMT

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Could you provide a picture of the purchase settings in level editor.

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**Subject: Re: Adding Recon bikes**

Posted by [SODPaddy](#) on Fri, 12 Jan 2007 11:27:48 GMT

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I think he mean if someone buy a buggy the airstrip build a reconbike

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**Subject: Re: Adding Recon bikes**

Posted by [danpaul88](#) on Fri, 12 Jan 2007 11:53:34 GMT

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There are engine calls in scripts.dll to change the PT settings, if you made a script to call those when the map loads you could easily change the PT on a per-map basis. Of course you will probably need to make your own custom scripts.dll for that...

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**Subject: Re: Adding Recon bikes**

Posted by [reborn](#) on Fri, 12 Jan 2007 12:13:19 GMT

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Yeah but the PT icons will stay the same if you are only changing the scripts.dll on the server.

You might be able to get a mammoth tank when purchasing a buggy, but it will still show the picture of a buggy on the PT. =[

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**Subject: Re: Adding Recon bikes**

Posted by [Cat998](#) on Fri, 12 Jan 2007 12:21:46 GMT

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danpaul88 wrote on Fri, 12 January 2007 12:53There are engine calls in scripts.dll to change the PT settings, if you made a script to call those when the map loads you could easily change the PT on a per-map basis. Of course you will probably need to make your own custom scripts.dll for that...

That's right. But you need a pretty new version of scripts.dll on every client to get it working. And 98 % of all players don't have that.

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**Subject: Re: Adding Reacon bikes**  
Posted by [danpaul88](#) on Fri, 12 Jan 2007 12:22:54 GMT  
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You really can't change the icon? Wow, I never realised that before... always thought you could >.<

Perhaps jonwil will add that in a future scripts.dll?

---

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**Subject: Re: Adding Reacon bikes**  
Posted by [SODPaddy](#) on Fri, 12 Jan 2007 12:39:53 GMT  
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danpaul88 wrote on Fri, 12 January 2007 13:22 You really can't change the icon? Wow, I never realised that before... always thought you could >.<

Perhaps jonwil will add that in a future scripts.dll?

i hope

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**Subject: Re: Adding Reacon bikes**  
Posted by [Cat998](#) on Fri, 12 Jan 2007 13:13:05 GMT  
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It IS already in scripts.dll, it just has no effect for none scripts 2.8 users, they simply won't see the changes in their PT.

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**Subject: Re: Adding Reacon bikes**  
Posted by [danpaul88](#) on Fri, 12 Jan 2007 17:12:38 GMT  
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That's not a problem for the usage I have planned for it then, as the latest scripts will be distributed with the mod (I am talking about Apocalypse Rising here btw)

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