
Subject: Sidebar

Posted by [_SSnipe_](#) on Fri, 27 Jul 2007 07:09:48 GMT

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how could i get the side bar to work on a command

Subject: Re: Sidebar

Posted by [Tunaman](#) on Fri, 27 Jul 2007 07:55:11 GMT

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Read bhs.txt included in the scripts.

Here's an excerpt.

Quote:There is a new feature, the sidebar. To activate it, call Display_GDI_Sidebar or Display_NOD_Sidebar which will display the sidebar for the given player.

The first button is the refill button then 3 infantry buttons and 4 vehicle buttons.

When the sidebar is created, if alternate selection is off, the alternate selection buttons are hidden otherwise the textures for them are loaded.

Also, the background and arrow textures are loaded.

And the refill button has its data set.

When displaying the sidebar buttons, the strings set in the PT data are not displayed.

If you want strings, you need to put them on the icon itself.

However, if the strings are set to string IDs 7265, 7263 or 9724, the PT icon is disabled.

Also, if the string is set to string ID 12574, the PT icon will be ignored/hidden.

If the preset ID is zero, that item is not displayed at all.

If the alternate select feature is not enabled, the normal yellow arrow alternate feature works.

Otherwise, the special alternate select feature is used.

If the flag set by Set_Currently_Building is set, the 4 vehicle buttons are disabled.

If less than <refilllimit> seconds have elapsed since the last refill by this player, the refill button is disabled.

If the special alternate select feature is enabled, the currently selected button is disabled (as a visual indicator of which alternate is selected)

When a sidebar purchase button that is not disabled is clicked, it is highlighted. When it is double clicked, the relevant purchase is made.

Pressing the up and down arrows scrolls the relevant list.

Pressing the alternate buttons (if the feature is enabled), changes the current alternate.

When items are purchased, if the sidebar sounds feature is enabled, the relevant sounds are played.

The following keys can be pressed whilst the sidebar is active:

Escape to cancel the dialog and close it.

Down to scroll both sides of the sidebar down one icon

Up to scroll both sides of the sidebar up one icon

1 to trigger the refill

2,3 and 4 to trigger the infantry buttons

5,6,7 and 8 to trigger the vehicle buttons

9 to scroll the both sides of the sidebar up one page

0 to scroll the both sides of the sidebar down one page

+ to scroll the sidebar to the end of the list
- to scroll the sidebar to the beginning of the list
A,B,C and D to change the current alternate (if the special alternate feature is enabled)

When a purchase button is clicked (or the relevant key is pressed) and the special alternate feature is disabled,
the item is purchased (just like the normal PT) and the sidebar goes away.
If the special alternate feature is enabled then the PT item corresponding to the current selected alternate is checked. If it exists, it is purchased..
Otherwise, the normal non alternate PT item is purchased.
The first button/key is for the normal non alternate PT item, the other 3 are for the 3 alternates.
If the item purchased is a refill, the refill limit is set (the refill limit is intended to prevent people who just sit there all day refilling constantly)

Whilst the sidebar is on the screen, you can still see (if they are in the default positions and haven't been moved by the HUD code to somewhere the sidebar would obscure them) the radar, health bar, credits counter and time limit counter.
Also, you can see damage indicators to see that you are being attacked.
All relevant data is read from the Purchase Settings and Team Purchase Settings in leveledit.
All of the PT changing engine calls and scripts apply to the sidebar too and will be picked up by it.
Also, the sidebar is 100% compatible with the ExpVehFac scripts done by WhiteDragon
The sidebar requires VehicleBuildingDisable=true in hud.ini and also requires scripting (such as the ExpVehFac scripts)
to call Set_Currently_Building as appropriate.

Subject: Re: Sidebar
Posted by [Sn1per74*](#) on Fri, 27 Jul 2007 14:29:17 GMT
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joe937465 wrote on Fri, 27 July 2007 02:09 how could i get the side bar to work on a command I never heard of a sidebar in Renegade. I'm guessing your talking about a sidebar ingame. What is it?

Subject: Re: Sidebar
Posted by [danpaul88](#) on Fri, 27 Jul 2007 14:31:09 GMT
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see www.apathbeyond.com for examples of the sidebar.

Subject: Re: Sidebar
Posted by [HORQWER](#) on Fri, 27 Jul 2007 15:42:59 GMT
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how can i make it work

Subject: Re: Sidebar
Posted by [danpaul88](#) on Fri, 27 Jul 2007 16:22:26 GMT
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Read the readme perhaps?

Subject: Re: Sidebar
Posted by [Ryu](#) on Fri, 27 Jul 2007 16:37:16 GMT
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Sn1per74* wrote on Fri, 27 July 2007 09:29joe937465 wrote on Fri, 27 July 2007 02:09how could i get the side bar to work on a command
I never heard of a sidebar in Renegade. I'm guessing your talking about a sidebar ingame. What is it?

Kamuix has a sidebar in his server.

Subject: Re: Sidebar
Posted by [zunnie](#) on Fri, 27 Jul 2007 16:43:36 GMT
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You could look at WhiteDragon's script MDB_ExpVehFac_Helipad as an example how to use it.
I think this one uses the Sidebar too.

Subject: Re: Sidebar
Posted by [HORQWER](#) on Fri, 27 Jul 2007 21:03:21 GMT
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i did not understand what was in that text

Subject: Re: Sidebar
Posted by [jonwil](#) on Sat, 28 Jul 2007 10:16:23 GMT
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The sidebar will only work if you are doing a mod where every player in the game can be guaranteed to have all the required data.

Subject: Re: Sidebar

Posted by [_SSnipe_](#) on Mon, 30 Jul 2007 05:17:27 GMT

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kinda confused here i just wanna make it so u do the command to only works for mods in the txt file

Subject: Re: Sidebar

Posted by [Sn1per74*](#) on Mon, 30 Jul 2007 13:12:41 GMT

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I got this working yesterday actually. Add Display_NOD_Sidebar(obj);
That tis all! If you want a GDI one just replace NOD with GDI.

Subject: Re: Sidebar

Posted by [crazfulla](#) on Mon, 30 Jul 2007 18:29:05 GMT

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Sn1per74* wrote on Mon, 30 July 2007 08:12l got this working yesterday actually. Add Display_NOD_Sidebar(obj);
That tis all! If you want a GDI one just replace NOD with GDI.
Don't let ACK catch you spelling 'Nod' like that...

Subject: Re: Sidebar

Posted by [Tunaman](#) on Mon, 30 Jul 2007 23:09:11 GMT

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Sn1per74* wrote on Mon, 30 July 2007 09:12l got this working yesterday actually. Add Display_NOD_Sidebar(obj);
That tis all! If you want a GDI one just replace NOD with GDI.
That was the first line in the part in bhs.txt that I quoted lol..

Subject: Re: Sidebar

Posted by [Muad Dib15](#) on Tue, 31 Jul 2007 00:32:53 GMT

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crazfulla wrote on Mon, 30 July 2007 13:29
Don't let ACK catch you spelling 'Nod' like that...

Why? what's his problem with that?

Subject: Re: Sidebar

Posted by [BlueThen](#) on Tue, 31 Jul 2007 00:34:50 GMT

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Muad Dib15 wrote on Mon, 30 July 2007 19:32crazfulla wrote on Mon, 30 July 2007 13:29
Don't let ACK catch you spelling 'Nod' like that...

Why? what's his problem with that?

it was all caps. Some people get over obsessive about it and flame others for not spelling it properly. It's Nod, not NOD.

Subject: Re: Sidebar

Posted by [Sn1per74*](#) on Tue, 31 Jul 2007 01:36:43 GMT

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BUT! IN SSGM it's NOD- and its case sensitive. Therefore, he has nothing to complain about.
