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Subject: Sidebar Ingame

Posted by [The Executor](#) on Wed, 13 Feb 2008 16:57:30 GMT

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Is the sidebar only in APB? Because I was in this non APC server once and they had a sidebar does anybody know hot to get that command working?

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Subject: Re: Sidebar Ingame

Posted by [mr£Ä\\$Ä-z](#) on Wed, 13 Feb 2008 17:59:09 GMT

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I had in Lua

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Subject: Re: Sidebar Ingame

Posted by [Genesis2001](#) on Wed, 13 Feb 2008 18:21:21 GMT

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The sidebar only works with people using scripts 3.x.x. (Not exactly sure what version though). If the client isn't using 3.x.x scripts, then they will crash each time they try to access a PT.

(This is from the last I heard) ^^

~Zack

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Subject: Re: Sidebar Ingame

Posted by [The Executor](#) on Wed, 13 Feb 2008 20:13:36 GMT

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I have scripts 2.4.9 or 2.9 and I can run and use the ssidebar just fine, I just need the code. The code is coded in C++

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Subject: Re: Sidebar Ingame

Posted by [Sn1per74\\*](#) on Thu, 14 Feb 2008 01:41:40 GMT

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```
else if (strncmp(Msg3,"!sidebar",8) == 0) {
    if (obj){ if(Get_Team(ID) == 1) {
        Display_GDI_Sidebar(obj);
    }
    else if (Get_Team(ID) == 0) {
        Display_NOD_Sidebar(obj);
    }
}
```

```
}  
}  
}
```

Here ya go.

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Subject: Re: Sidebar Ingame  
Posted by [The Executor](#) on Thu, 14 Feb 2008 13:29:40 GMT  
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Thanks for the code....

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