
Subject: help with PT's

Posted by [qwertwert125](#) on Thu, 29 May 2008 15:22:51 GMT

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I want to know how to disable the purchase terminal period, like make it so you can't even access it.

thanks

Subject: Re: help with PT's

Posted by [danpaul88](#) on Thu, 29 May 2008 15:25:32 GMT

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Easy, don't put any on your map.

EDIT: Or, if this is for editing an existing map you don't have the source files for, you might be able to simply attach a script to the preset which immediately destroys the PT object on creation.

Subject: Re: help with PT's

Posted by [qwertwert125](#) on Thu, 29 May 2008 15:32:13 GMT

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sneeze explain how i would disable the pt? lol like on an existing map? how would i destroy the pt?

Subject: Re: help with PT's

Posted by [danpaul88](#) on Thu, 29 May 2008 15:35:52 GMT

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Try attaching JFW_Destroy_Self_Timer to the PT presets for both the GDI and Nod teams and setting the Time to 0 (or 1 if that does not work). It should cause the PT's to destroy themselves as soon as they are created, and *should* work server side.

As for how to do it, you should read up on server side modding if you don't already know how to do that. There are plenty of tutorials, such as those on www.renhelp.net.

Quote:JFW_Destroy_Self_Timer (when created, a timer is started, when the timer expires, the object is destroyed)

Time (how long the timer should run for)

TimerNum (what number to use for the timer)

Subject: Re: help with PT's

Posted by [qwertwert125](#) on Thu, 29 May 2008 15:40:33 GMT

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lol i couldnt find any tutorials about this on renhelp, i look there first anyway

where would i say to attach the script at? is there some fun little file i put it in?

dont suppose you could give me a step by step? lol
