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Subject: New PT's

Posted by [Omar007](#) on Mon, 03 May 2010 21:17:35 GMT

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Im wondering whether it is possible to change the PT's Purchase List  
I dont even know how it chooses its default actually, but i basically want to replace that with another entry.

Picture to illustrate:

So when Secrets is chosen, only the entries in Secrets must be visible in the PT. GDI must not.  
(chosen as in selected with a script ingame)

And please look at Secrets as if its a new entry and not the extra characters

What i did found in engine\_pt.cpp was these rows (i hope the comments are indeed what they mean):

```
DefinitionArray = (PurchaseSettingsDefClass **)0x0085E180; //The entries inside the Character  
Classes of the picture above??
```

```
Find_Purchase_Definition = (void *)0x006F2BD0; //The characters tab
```

```
Find_Team_Purchase_Definition = (void *)0x006F3430; //The enlisted (main) entries
```

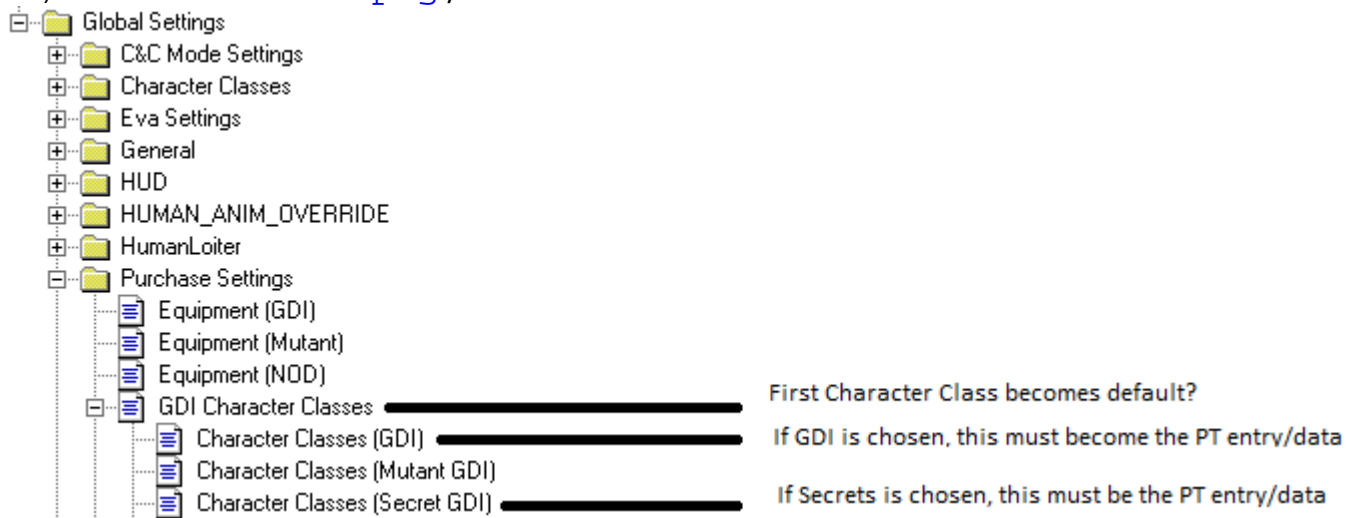
Would it be possible to point these to one of the new entries?

Using the Set\_Preset() method and hardcode every new preset is what i want to avoid with this.

## File Attachments

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1) [illustration.png](#), downloaded 566 times



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Subject: Re: New PT's

Posted by [Jerad2142](#) on Wed, 05 May 2010 14:51:45 GMT

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The function already exists "Change\_Spawn\_Char(int Team,const char \*Name);"

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Subject: Re: New PT's

Posted by [Omar007](#) on Wed, 05 May 2010 15:20:37 GMT

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Jerad Gray wrote on Wed, 05 May 2010 16:51Toggle SpoilerOmar007 wrote on Mon, 03 May 2010 15:17Im wondering whether it is possible to change the PT's Purchase List  
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Would it be possible to point these to one of the new entries?  
Using the Set\_Preset() method and hardcode every new preset is what i want to avoid with this.  
The function already exists "Change\_Spawn\_Char(int Team,const char \*Name);"  
That changes the spawn character. I dont want that  
I want the PT entries to dynamicly change to what gets selected.  
So each of these Character Class entries contain other chars and values.  
I could do it by re-setting (not resetting ) every PT entry using Set\_Preset() but that would require me to hardcode all presets for every Character Class LE Entry.

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Subject: Re: New PT's  
Posted by [Jerad2142](#) on Wed, 05 May 2010 15:47:05 GMT  
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Oh misunderstood what you were after, but even if you did manage to make them dynamically change without crashing (preset name length changes might case overflow etc), you'd still have an issue with clients not updating on their end, which would be really annoying.

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Subject: Re: New PT's  
Posted by [Omar007](#) on Wed, 05 May 2010 20:10:45 GMT  
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Update\_PT (or something) would solve that.  
The name length would be indeed an issue if the selected is longer then the entry it started with.  
Just make the default the longest.

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Subject: Re: New PT's  
Posted by [Jerad2142](#) on Thu, 06 May 2010 19:33:08 GMT  
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Omar007 wrote on Wed, 05 May 2010 14:10Update\_PT (or something) would solve that.  
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The issue that I'm talking about is getting the pt to update and match the host's pt data, pt icons are loaded to match what the client has in their objects.ddb file/temps20.ddb file. So you'd have to explicitly tell the client that the icons/strings were different and change them remotely via some currently nonexistent script function.

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Subject: Re: New PT's  
Posted by [Omar007](#) on Thu, 06 May 2010 21:41:43 GMT  
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Jerad Gray wrote on Thu, 06 May 2010 21:33Omar007 wrote on Wed, 05 May 2010 14:10Update\_PT (or something) would solve that.  
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I dont really get you then.  
If you would harcode everything, you call Set\_Preset() to change the PT entries 1 by 1. Then you update every client with Update\_PT.  
AFAIK this is the way that works.

What i want now is only changing the way the PT entries get changed. It can already be done (Set\_Preset()) but i want it to be changed according to a new Character Class entry in LE instead of hardcoded data.

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Subject: Re: New PT's  
Posted by [Omar007](#) on Thu, 13 May 2010 12:35:15 GMT  
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Anyone? Reborn? TT team ppl?

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Subject: Re: New PT's  
Posted by [reborn](#) on Thu, 13 May 2010 21:15:45 GMT  
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If I was able to help you, I would of posted. I just do not know enough about this topic you're talking about, sorry.

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Subject: Re: New PT's  
Posted by [saberhawk](#) on Thu, 13 May 2010 21:53:58 GMT  
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Omar007 wrote on Thu, 06 May 2010 17:41Jerad Gray wrote on Thu, 06 May 2010 21:33Omar007 wrote on Wed, 05 May 2010 14:10Update\_PT (or something) would solve that.  
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What i want now is only changing the way the PT entries get changed. It can already be done (Set\_Preset()) but i want it to be changed according to a new Character Class entry in LE instead of hardcoded data.

So don't hardcode the data? Either load it via some other method or basically copy it over from the "secrets" menu.

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Subject: Re: New PT's  
Posted by [Omar007](#) on Mon, 17 May 2010 09:20:40 GMT  
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I can indeed copy the Secret menu but that is because that's already loaded.

If i had only 1 other team this would be no issue but i happen to have 3 in total

I'm a little stuck now i guess

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Subject: Re: New PT's  
Posted by [saberhawk](#) on Mon, 17 May 2010 11:02:51 GMT  
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Omar007 wrote on Mon, 17 May 2010 05:20I can indeed copy the Secret menu but that is because that's already loaded.

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I'm a little stuck now i guess

You can also use whatever kind of configuration file you'd like to actually store the info. INI files would work rather well. Set\_Preset doesn't care where it gets it's information from.

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Subject: Re: New PT's  
Posted by [Omar007](#) on Mon, 17 May 2010 20:48:04 GMT  
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Saberhawk wrote on Mon, 17 May 2010 13:02Omar007 wrote on Mon, 17 May 2010 05:20I can indeed copy the Secret menu but that is because that's already loaded.

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---

You can also use whatever kind of configuration file you'd like to actually store the info. INI files would work rather well. Set\_Preset doesn't care where it gets it's information from.  
Yea thats true but i wanted to get it to work through new LE presets.  
Oh well if that cant be done i'll just set it in configuration files.

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