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Subject: Using helipad logic in MIX maps  
Posted by [Generalcamo](#) on Sat, 02 Feb 2013 15:26:03 GMT  
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Hey there.

I am trying to use helipad logic for a new map I am making. I attempted MDB scripts, assigning building type "Helipad" and setting production building to "helipad", but none of them are working. Anyone know how to use these in a MIX map in 4.0? I know I could do it back in 3.4.4, quite easily too.

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Subject: Re: Using helipad logic in MIX maps  
Posted by [jonwil](#) on Sat, 02 Feb 2013 15:27:42 GMT  
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We are working on ideas for how to make it possible to use the helipad logic on Renegade maps but we dont have any solution yet nor do we know when it will be possible.

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Subject: Re: Using helipad logic in MIX maps  
Posted by [Troll King](#) on Sat, 02 Feb 2013 20:46:32 GMT  
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Define: 'Helipad Logic'.  
In what way do you want them to act?

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Subject: Re: Using helipad logic in MIX maps  
Posted by [Generalcamo](#) on Sat, 02 Feb 2013 21:26:52 GMT  
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Helipad logic, in 4.0 and 3.4 terms, Refers to allowing helicopters to be built seperately from the main vehicle buy screen. Newer versions also have them flying in from the side of the map, instead of just "appearing" out of thin air.

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Subject: Re: Using helipad logic in MIX maps  
Posted by [Troll King](#) on Mon, 04 Feb 2013 06:57:04 GMT  
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Well at this state it is not possible to let the engine logic do it for you. As jonwil stated he will be looking into this.  
Hpwever you can make your own scripts that do as you said. To make it look like they are part of

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normal game logic. I might have time to write a descent version for you if you desire it.

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Subject: Re: Using helipad logic in MIX maps  
Posted by [Whitedragon](#) on Mon, 04 Feb 2013 07:28:39 GMT  
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If I remember right, my scripts(ExpVehFac) won't work on mix maps because they require some hud.ini settings to make the vehicle menu not grey out when a vehicle is building. However, I now know how to do that completely server-side, so that can be fixed. Is there another issue with mix maps that I'm forgetting about?

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Subject: Re: Using helipad logic in MIX maps  
Posted by [Troll King](#) on Mon, 04 Feb 2013 08:16:39 GMT  
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Whitedragon wrote on Mon, 04 February 2013 08:28 If I remember right, my scripts(ExpVehFac) won't work on mix maps because they require some hud.ini settings to make the vehicle menu not grey out when a vehicle is building. However, I now know how to do that completely server-side, so that can be fixed. Is there another issue with mix maps that I'm forgetting about?

What he says  
And no I don't think you're forgetting something.

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Subject: Re: Using helipad logic in MIX maps  
Posted by [Generalcamo](#) on Mon, 04 Feb 2013 20:37:27 GMT  
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WhiteDragon: The setting you are referring to has been moved to tt.ini. Will it still work server side?

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Subject: Re: Using helipad logic in MIX maps  
Posted by [Whitedragon](#) on Tue, 05 Feb 2013 02:19:25 GMT  
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Yes, I can edit the script so that setting is no longer needed.

There's also another setting that prevents the menu from greying out when the vehicle factory is destroyed. Not sure offhand if that can be done server-side, but I'll look.

Quote:

I attempted MDB scripts, assigning building type "Helipad" and setting production building to

"helipad", but none of them are working.

When using the ExpVehFac scripts the helipads and naval factories should be setup as generic buildings. The "Air Factory" and "Naval Factory" building types are for the logic added in 4.0 and shouldn't be mixed with these scripts.

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Subject: Re: Using helipad logic in MIX maps  
Posted by [Generalcamo](#) on Thu, 07 Feb 2013 01:04:49 GMT  
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Whitedragon wrote on Mon, 04 February 2013 21:19: Yes,

When using the ExpVehFac scripts the helipads and naval factories should be setup as generic buildings. The "Air Factory" and "Naval Factory" building types are for the logic added in 4.0 and shouldn't be mixed with these scripts.

Yes, I knew that. I didn't use them together.

Apparently, your documentation refers to a map with this setup. I tested it however, and it doesn't work. It crashes on load.

The map the documentation refers to is here:  
<http://black-cell.net/ExpVehFacExample.zip>

And I also used the cin files found here:  
<http://black-cell.net/ExpVehFacCin.zip>

FYI, here are the arguments the documentation says needs to be activated:

[General]  
NewUnpurchaseableLogic=true  
VehicleBuildingDisable=true

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Subject: Re: Using helipad logic in MIX maps  
Posted by [jonwil](#) on Thu, 07 Feb 2013 01:21:21 GMT  
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Both of those settings (NewUnpurchaseableLogic and VehicleBuildingDisable) are tt.ini keywords and will not work in a .mix map. (or even in a .pkg)

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Subject: Re: Using helipad logic in MIX maps  
Posted by [Generalcamo](#) on Thu, 07 Feb 2013 01:24:39 GMT  
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That's probably what is breaking this and a few other maps/pkg mods I have played.

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Subject: Re: Using helipad logic in MIX maps  
Posted by [Generalcamo](#) on Sun, 10 Feb 2013 13:59:28 GMT  
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Will Whitedragon be able to fix his scripts? Or will I need to wait for TT to figure out how to make per-map sidebars?

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Subject: Re: Using helipad logic in MIX maps  
Posted by [jonwil](#) on Thu, 28 Feb 2013 16:07:57 GMT  
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I just wanted to say that in the next big release of scripts (not sure of a release date so dont ask) there will now be per-map sidebar support so you can have a sidebar in your maps instead of the normal PT dialogs. And you get to use AirFactoryGameObj and NavalFactoryGameObj too if you want.

Works great too in my tests so far.

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Subject: Re: Using helipad logic in MIX maps  
Posted by [Generalcamo](#) on Thu, 28 Feb 2013 20:12:57 GMT  
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Sounds excellent. That, along with Danpaul's new ore scripts, will contribute greatly to a future map.

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