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Subject: Applying purchase changes in level edit  
Posted by [xpontius](#) on Tue, 27 May 2003 16:09:17 GMT  
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My map has cheaper snipers and expensive units(i mean NOT default)  
I dont think im completing the process though in LE when i click mod or make after changing the info on the units. Anyone that has made maps with altered purchase settings, can you give me advice plz...

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Subject: Applying purchase changes in level edit  
Posted by [NeoSaber](#) on Tue, 27 May 2003 17:16:34 GMT  
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Under Purchase Settings and Team Purchase Settings (both found in the Global Settings folder) you'll find all the files that control purchase settings. If you're making your map a .pkg then modify those. If you are making it a .mix then create temp versions of each settings file you want to alter, then modify the temp versions.

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Subject: Applying purchase changes in level edit  
Posted by [xpontius](#) on Tue, 27 May 2003 22:51:52 GMT  
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O the thing i dont get is wat temp is used as and maybe perhaps wat it means

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Subject: Applying purchase changes in level edit  
Posted by [Dante](#) on Thu, 29 May 2003 18:50:17 GMT  
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Select the PT setting from the Preset Tree (Example Vehicles (GDI) )

then click on "Temp" button at the bottom

next, name it (as per our example) the exact same as the item you just "Temped" Vehicles (GDI)

now edit it to your desire, and click ok when finished, now it will be edited and avail in game

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