

---

Subject: Re: Sidebar PT

Posted by [Generalcamo](#) on Sat, 21 Jan 2012 04:07:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Create the file tt.ini in your mod's Data Folder.

Type in the file:

EnableSidebar=True

Now, in that file, you have the following options:

The following keywords apply to the sidebar logic

GDIUpArrowTexture is the texture for the up arrow button for GDI

GIDDownArrowTexture is the texture for the down arrow button for GDI

GDIBackgroundTexture1 is the upper half of the background texture for GDI

GDIBackgroundTexture2 is the lower half of the background texture for GDI

NODUpArrowTexture is the texture for the up arrow button for Nod

NODDownArrowTexture is the texture for the up arrow button for Nod

NODBackgroundTexture1 is the upper half of the background texture for Nod

NODBackgroundTexture2 is the lower half of the background texture for Nod

RefillLimit is the refill limit in seconds

AlternateSelectEnabled determines if the special alternate selection logic is enabled

GDIAlternateSelectTexture1

GDIAlternateSelectTexture2

GDIAlternateSelectTexture3

GDIAlternateSelectTexture4

These 4 are the 4 textures for the alternate selection buttons for GDI

NODAlternateSelectTexture1

NODAlternateSelectTexture2

NODAlternateSelectTexture3

NODAlternateSelectTexture4

These 4 are the 4 textures for the alternate selection buttons for Nod

Note that the 4 background textures can have alpha transparency

SidebarSoundsEnabled=true. Set this to have new sounds for the sidebar purchasing.

SidebarRefillSound Set this to the sound to use when refilling.

SidebarInfantrySound Set this to the sound to use when buying infantry

SidebarVehicleSound Set this to the sound to use when buying vehicles.

---