Subject: Vehicle Purchase Queue in DA
Posted by roszek on Tue, 14 Mar 2017 15:12:27 GMT
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How do I disable the vehicle purchase queue in DA per map.

Also for some reason my secret character purchases are not showing up in DA was wondering if anyone had any ideas.

Subject: Re: Vehicle Purchase Queue in DA
Posted by Gen_Blacky on Wed, 15 Mar 2017 07:21:31 GMT
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```
; ----------------------------------------------------------------------------
--------------------------------------------------
; -------------------------------------------------- Map Specific Section
------------------------------------------------------
; ----------------------------------------------------------------------------
--------------------------------------------------

; [MapName]
;
;  This is the map specific settings section. Almost all of DA's settings can be defined here. This
allows you to, for example, set different game modes
;  for each map. Or enable/disable game features for certain maps.
;  You can also create map specific versions of the custom sections in the format
"[<Map>_<section>]". "[C&C_Field.mix_Disable_List]", for example.

[C&C_Islands.mix]
WeatherType=Rain
EnableVehicleQueue=1

[C&C_Canyon.mix]
WeatherType=Rain
EnableVehicleQueue=0
```

Subject: Re: Vehicle Purchase Queue in DA
Posted by Gen_Blacky on Wed, 15 Mar 2017 07:22:47 GMT
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Quote:Also for some reason my secret character purchases are not showing up in DA was wondering if anyone had any ideas.

What happens exactly or what do you mean not showing up?

Make secrets allowed in server.ini
By default the client would need to enable 'extras' or add a tt.ini/per map tt.ini

[General]
UseExtraPTPages=true

Subject: Re: Vehicle Purchase Queue in DA
Posted by roszek on Wed, 15 Mar 2017 14:41:55 GMT
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They are not showing up in the sidebar.

Secrets are already allowed in server.ini

Not sure what else it could be.

Subject: Re: Vehicle Purchase Queue in DA
Posted by dblaney1 on Wed, 15 Mar 2017 17:34:50 GMT
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The extra pt page stuff shouldn't affect the sidebar anyway so its probably not that. You might need to check the script that enables/disables those entries. I think it was tweaked a while back and might not have gotten copied into DA's code. Which script are you using for that?

Subject: Re: Vehicle Purchase Queue in DA
Posted by Gen_Blacky on Tue, 21 Mar 2017 08:18:51 GMT
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I want to know what sidebar scripts where used. I remember using them in Ra way back when.But at RC we have almost all stock with a few mods.