Subject: presets on .mix
Posted by Spike on Tue, 20 Jan 2004 19:06:09 GMT
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Is it possible to save your presets in a .mix file without changing the game version?   If so could you tell me how? Thanks.

Subject: presets on .mix
Posted by gendres on Tue, 20 Jan 2004 20:07:14 GMT
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Temp them instead of Adding them in Level Edit

Subject: presets on .mix
Posted by Spike on Tue, 20 Jan 2004 20:41:55 GMT
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I know that but I want to edit the purchase settings, like so you could only buy aircraft or something. How would that be done?

Subject: presets on .mix
Posted by General Havoc on Tue, 20 Jan 2004 22:30:47 GMT
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Dante
Global Settings->Purchase Settings->Character Classes
Global Settings->Purchase Settings->Vehicle Classes

Temp those, name them EXACTLY the same as the preset you temped, and then edit those under the Settings tab.

Subject: presets on .mix
Posted by Spike on Wed, 21 Jan 2004 02:19:56 GMT
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I tried that and it didnt work :/

Subject: presets on .mix
Posted by xptek_disabled on Wed, 21 Jan 2004 02:40:07 GMT

SpikeI tried that and it didnt work :/

Just because I was feeling motivated I made a temps20.ddb for you.

freewebs.com/pjdance/temps20.ddb
(You have to copy and paste the link)

Download the ddb above and put it in you "C:\Program Files\RenegadePublicTools\LevelEdit\yourmod\presents" folder. It will probablly already be there so overwrite it.

To edit go to (On right panel)

Global Settings
---Purchase Settings
----Vehicles (GDI)
-----(T)Vehicles (GDI)

OR:

Global Settings
---Purchase Settings
----Vehicles (NOD)
-----(T)Vehicles (NOD)

Subject: presets on .mix
Posted by Spike on Wed, 21 Jan 2004 21:11:53 GMT

Cool thanx, Ill try that when i get home.

Subject: presets on .mix
Posted by Spike on Wed, 21 Jan 2004 22:59:50 GMT

CwazyapeSpikeI tried that and it didnt work :/

Just because I was feeling motivated I made a temps20.ddb for you.

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(You have to copy and paste the link)

Download the ddb above and put it in you "C:\Program Files\RenegadePublicTools\LevelEdit\yourmod\presents" folder. It will probablly already be there

so overwrite it.

To edit go to (On right panel)

Global Settings
---Purchase Settings
----Vehicles (GDI)
-----(T)Vehicles (GDI)

OR:

Global Settings
---Purchase Settings
----Vehicles (NOD)
-----(T)Vehicles (NOD)

When you made that did you change anything besides temping the presets with the exact name and deleteing everything inside it?

Subject: presets on .mix
Posted by xptek_disabled on Wed, 21 Jan 2004 23:03:16 GMT
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No.

Also: Not everything is deleted inside. I just left flying vehicles like you asked.

If you need land vehicles just temp it exactly how I did.

SpikeCwazyapeSpikeI tried that and it didnt work :/

Just because I was feeling motivated I made a temps20.ddb for you.

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-----(T)Vehicles (GDI)

OR:

Global Settings
---Purchase Settings
----Vehicles (NOD)
-----(T)Vehicles (NOD)

When you made that did you change anything besides temping the presets with the exact name and deleteing everything inside it?

Subject: presets on .mix
Posted by Spike on Wed, 21 Jan 2004 23:18:40 GMT
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What im trying to do is add 3 different chinooks with specific scripts on them and make it so those are all u can buy.

Subject: presets on .mix
Posted by xptek_disabled on Wed, 21 Jan 2004 23:23:16 GMT
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SpikeWhat im trying to do is add 3 different chinooks with specific scripts on them and make it so those are all u can buy.

Well then you will need to edit the temped purchase settings accordingly so they point to the object you want to buy.

Subject: presets on .mix
Posted by Spike on Thu, 22 Jan 2004 00:05:47 GMT
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I set them up right cause they work in pkg but when i export it with the settings it will erase the temps or something cause its just normal.

Subject: presets on .mix
Posted by xptek_disabled on Thu, 22 Jan 2004 00:46:27 GMT
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SpikeI set them up right cause they work in pkg but when i export it with the settings it will erase the temps or something cause its just normal.

Just make sure when you export you dont delete the presents folder.

Subject: presets on .mix
Posted by Spike on Thu, 22 Jan 2004 01:50:14 GMT

Yay I got it working thanks alot.

The only bad this is its now not showing my compute vertex solve so the whole maps looks like crap, any1 know whats going on?