Subject: Re: Preset name of the Purchase Terminal
Posted by Gen_Blacky on Tue, 19 Jan 2010 20:05:11 GMT
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Raptor RSF wrote on Tue, 19 January 2010 19:37I only have to make some code like this:

If ((Bracketed *obj == true) && (Bracketed *obj =not-the-same-as "PT..model)
{
  do something;
}

So it wont show my distance display when the PT is bracketed.

then you would do the pt zone wouldn't you since the pt model is part of the building.