Subject: PT
Posted by BlueThen on Thu, 30 Nov 2006 03:48:14 GMT
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I've been trying to figure out how to add the purchase terminal in LE.
Do you know what the preset is, and where I can find it? Or can I only add it in gmax?

Subject: Re: PT
Posted by IronWarrior on Thu, 30 Nov 2006 04:12:45 GMT
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bluethen wrote on Wed, 29 November 2006 21:48I've been trying to figure out how to add the purchase terminal in LE.
Do you know what the preset is, and where I can find it? Or can I only add it in gmax?

Go to Presets > Objects > Simple > CnC Objects > there you find the three pt presets for GDI, Mutant and Nod in that order.

The preset name for them is pct_zone_gdi, pct_zone_mutant or pct_zone_nod

When you spawn these, you wont be able to see them untill you find them and click them.

Subject: Re: PT
Posted by Ryu on Thu, 30 Nov 2006 04:23:01 GMT
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Yea, It's a pain in the ass when your in a small place clicking everything to find them :-s, Then you finaly find out they spawn right behind the camera, LOL.

I wish there was some fix to make them a color, and then in-game they went back into invisible mode.

Subject: Re: PT
Posted by IronWarrior on Thu, 30 Nov 2006 10:42:42 GMT
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Alex wrote on Wed, 29 November 2006 22:23Yea, It's a pain in the ass when your in a small place clicking everything to find them :-s, Then you finaly find out they spawn right behind the camera, LOL.

I wish there was some fix to make them a color, and then in-game they went back into invisible mode.

This is what I do, spawn a daves arrow then spawn a pt screen, the pt should be on top of the daves arrow.

Subject: Re: PT
Posted by BlueThen on Thu, 30 Nov 2006 19:55:07 GMT
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Maybe if you could give them a W3d skin...

Oh and thanks for telling me!

Subject: Re: PT
Posted by Jerad2142 on Thu, 30 Nov 2006 20:28:25 GMT
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Or you go to the "Instances" tab, and then open the "Object" preset, then "Simple". Finally select the last "PCT_Zone_TEAMTYPE" listed (This will be the last one you placed) you can click the select button to select this PCT_Zone, or mod to modify its specific settings, or double click on it to move the camera to it.

Subject: Re: PT
Posted by BlueThen on Thu, 30 Nov 2006 21:05:12 GMT
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Jerad Gray wrote on Thu, 30 November 2006 14:28Or you go to the "Instances" tab, and then open the "Object" preset, then "Simple". Finally select the last "PCT_Zone_TEAMTYPE" listed (This will be the last one you placed) you can click the select button to select this PCT_Zone, or mod to modify its specific settings, or double click on it to move the camera to it.

Ah. Good idea!

Subject: Re: PT
Posted by Veyrdite on Sun, 03 Dec 2006 01:09:22 GMT
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well ren editor does support it, look at daves arrows or transition boxes for example.