
Subject: Purchasing Weapons not Characters?

Posted by [Crow3333](#) on Thu, 08 Mar 2007 17:59:05 GMT

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Hello!

Is there any way to change the PT settings to buy only Weapons as Powerups? So if you buy something you don't get a new character. Instead you have your old character + weapons and only get a new weapon. Maybe like buying Powerups or like purchasing the Ion-cannon.

Subject: Re: Purchasing Weapons not Characters?

Posted by [Zion](#) on Thu, 08 Mar 2007 18:17:34 GMT

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It's doable yes but be prepared to change a lot of settings and presets.

Subject: Re: Purchasing Weapons not Characters?

Posted by [Crow3333](#) on Thu, 08 Mar 2007 18:26:14 GMT

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I'm using Leveledit for about 3 years now. I think I can manage it. Can you or someone else tell me where to start and what to change exactly?

I know where things are located and I know how to add a completely new weapon from the ammo over the weapon itself to the character settings, but I can't imagine how to make this

Subject: Re: Purchasing Weapons not Characters?

Posted by [Jerad2142](#) on Thu, 08 Mar 2007 18:42:32 GMT

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So basically you want it so there is no way to buy a new character but you can buy new weapons. Scripting would definitely be the easiest way to go, but it could also be done by changing the vehicle presets. But if you figure out a way to do it directly through the charts tell me it could prove useful later.

Subject: Re: Purchasing Weapons not Characters?

Posted by [Whitedragon](#) on Thu, 08 Mar 2007 22:16:32 GMT

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This can be done through the purchase hooks. That would require writing new scripts, though.

Subject: Re: Purchasing Weapons not Characters?
Posted by [crazfulla](#) on Thu, 08 Mar 2007 23:06:27 GMT
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IMO it would be easier to create heaps of temp presets. Time consuming I know but meh. Say if you wanted only default inf, make temps of the basic GDI and Nod minigunners, one with each gun you want them to have. Only thing is, in getting a whole new character you would lose your previous weapons. You could place one weapon in the Beacon slot though, I have seen this done with Remote or Proxy C4 on some maps. but thats only ONE weapon.

Subject: Re: Purchasing Weapons not Characters?
Posted by [Crow3333](#) on Fri, 09 Mar 2007 12:40:31 GMT
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Yes, i know what you mean. But I need to replace about 10 Weapons and I dont want the character to lose his weapon when buying a new one. I tried to make the weapon as a powerup but that doesn't work.

Subject: Re: Purchasing Weapons not Characters?
Posted by [Veyrdite](#) on Sat, 10 Mar 2007 07:48:35 GMT
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redo the entire purchase terminal script, and probably deselect "is pt" in le options.
while you're at it, make arrows at the bottom of the screen to list more of whatever menu you are in.
all i know is that you have to use something like the ion cannon as a base. for all it matters, make 101 terminals each with a diff weapon instead of the beacon
if you get stuck, get player coords, spawn an invisi powerup with no sound when collected or display on the hud. easy.
now all we need is purchasable skins (not textures, mutant, chemwarrior, heavy structure (lol), light vehicle etc)
