Posted by rrutk on Fri, 02 May 2008 01:31:45 GMT
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Playing as Team Mutant

Someone told me, that it is only possible to access Mutant Purchase Terminals as GDI - and he was right. Below is a screeny of an activated Mutant PT in its basic condition.

The mutant character button activates a shell that is different from gdi.

If you access as Nod, the games crashes.
But that means, the Mutant PT is not an empty shell, there is source code for this, which must only be expanded to cover nod.

With that - and with a nice mutant icon, it should be possible to have mutants as team available??? Would be a great deal together with the working Mutant Lab / Science Facility.

Can some guys with coding skills proof that?

File Attachments
1) Mut_PT.jpg, downloaded 845 times

145

1
2
3

0
TDBERR

0
TDBERR

0
TDBERR

5

6

7

Characters

0
TDBERR

Credits: 100145

Host: PC1 changed teams.
Purchase request granted.
Unit ready.
Purchase request granted.
Purchase request granted.

Team:

Exit

Subject: Re: Playing as Team Mutant
Posted by Canadacdn on Fri, 02 May 2008 05:03:18 GMT
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Indeed, it does work. I don't see much use for it in its current state, though.

Subject: Re: Playing as Team Mutant
Posted by cnc95fan on Fri, 02 May 2008 06:37:48 GMT
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As far as I remeber, Reborn's server-side-Hunt-The-Player is based on Team Mutant2. However your score is not recorded as the engine doesn't see it as a team.
Also, if it is a mod you are using this for, you can easily change the team purchase settings to allow the purchase of Mutants.

Subject: Re: Playing as Team Mutant
Posted by Veyrdite on Fri, 02 May 2008 07:56:57 GMT
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Nice find, hope to find a good use for it.

Subject: Re: Playing as Team Mutant
Posted by Canadacdn on Sat, 03 May 2008 02:12:58 GMT
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The PT was just originally intended to allow GDI and Nod teams to purchase mutant characters from another PT somewhere on the map. However, I think they only coded it halfway for GDI and then stopped for some reason.

Subject: Re: Playing as Team Mutant
Posted by rrutk on Sat, 03 May 2008 02:18:16 GMT
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Canadacdn wrote on Fri, 02 May 2008 21:12The PT was just originally intended to allow GDI and Nod teams to purchase mutant characters from another PT somewhere on the map. However, I think they only coded it halfway for GDI and then stopped for some reason.

Is it fixable? By someone with machine code skills?

Subject: Re: Playing as Team Mutant
Posted by Canadacdn on Sat, 03 May 2008 02:29:46 GMT

rrutk wrote on Fri, 02 May 2008 21:18Canadacdn wrote on Fri, 02 May 2008 21:12The PT was just originally intended to allow GDI and Nod teams to purchase mutant characters from another PT somewhere on the map. However, I think they only coded it halfway for GDI and then stopped for some reason.

Is it fixable? By someone with machine code skills?

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File Attachments
```
1) Untitled.jpg, downloaded 657 times

Subject: Re: Playing as Team Mutant
Posted by Jerad2142 on Sat, 03 May 2008 07:42:46 GMT

Canadacdn wrote on Fri, 02 May 2008 20:12The PT was just originally intended to allow GDI and

Nod teams to purchase mutant characters from another PT somewhere on the map. However, I think they only coded it halfway for GDI and then stopped for some reason.
*cough*EA*cough*

Subject: Re: Playing as Team Mutant
Posted by ErroR on Sat, 03 May 2008 11:44:02 GMT
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rrutk wrote on Fri, 02 May 2008 04:31Playing as Team Mutant

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Can some guys with coding skills proof that?

Big Image here

ya i can confirm it too it does work i can't export mix for some reason so i had to change presets but it does work great find rrutk.
I have something in mind with the mutant pt...
It looks like when i want to ask something you allways do it before me

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Subject: Re: Playing as Team Mutant
Posted by rrutk on Sat, 03 May 2008 12:41:26 GMT
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yes, i think, it should be definitely worth some effort on working out the thing.

would be nice playing with either 3 teams ore the possibility to buy at the science lab gdi or nod mutants.

if it is possible to change complete PT logic with scripts, it should also be possible to set up the mutant thing.

but the missing nod code needs to filled in.

Subject: Re: Playing as Team Mutant
Posted by ErroR on Sat, 03 May 2008 14:37:38 GMT
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i think it has something to do with that message (you don't have right to acces pt) or something similar

Subject: Re: Playing as Team Mutant
Posted by cnc95fan on Sat, 03 May 2008 23:15:53 GMT
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Renegade only looks at GDI and NOD as teams. Everything else is random or neutral. So without some heavy assembler coding the third side will not be useable.