**Subject: Sidebar PT**
Posted by jlhill17 on Fri, 20 Jan 2012 05:02:00 GMT
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I want to use the sidebar-style PT in my mod, but I don't know how to incorporate it.  I assume it's more than just adding MDB_Sidebar_Key.

What do I do to make it work?

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**Subject: Re: Sidebar PT**
Posted by sla.ro(master) on Fri, 20 Jan 2012 07:24:23 GMT
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is somewhere in TT.ini, you need to run TT in order to have sidebar for your mod.

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**Subject: Re: Sidebar PT**
Posted by jlhill17 on Fri, 20 Jan 2012 19:37:14 GMT
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I don't see a tt.ini anywhere. I found the tt.txt in the scripts 4.3 source folder which talked about the sidebar, but it didn't explain very well how to make it work. I searched the forum here and found some C++ code for it, but I don't know where to put it (I'm only a beginner with C++).

Can I make it work through LevelEdit? If so how?

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**Subject: Re: Sidebar PT**
Posted by Generalcamo on Sat, 21 Jan 2012 04:07:25 GMT
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Create the file tt.ini in your mod's Data Folder.

Type in the file:

EnableSidebar=True

Now, in that file, you have the following options:

The following keywords apply to the sidebar logic
GDIUpArrowTexture is the texture for the up arrow button for GDI
GDIDownArrowTexture is the texture for the down arrow button for GDI
GDIBackgroundTexture1 is the upper half of the background texture for GDI
GDIBackgroundTexture2 is the lower half of the background texture for GDI
NODUpArrowTexture is the texture for the up arrow button for Nod
NODDownArrowTexture is the texture for the up arrow button for Nod

NODBackgroundTexture1 is the upper half of the background texture for Nod
NODBackgroundTexture2 is the lower half of the background texture for Nod
RefillLimit is the refill limit in seconds
AlternateSelectEnabled determines if the special alternate selection logic is enabled
GDIAlternateSelectTexture1
GDIAlternateSelectTexture2
GDIAlternateSelectTexture3
GDIAlternateSelectTexture4
These 4 are the 4 textures for the alternate selection buttons for GDI
NODAlternateSelectTexture1
NODAlternateSelectTexture2
NODAlternateSelectTexture3
NODAlternateSelectTexture4
These 4 are the 4 textures for the alternate selection buttons for Nod
Note that the 4 background textures can have alpha transparency
SidebarSoundsEnabled=true. Set this to have new sounds for the sidebar purchasing.
SidebarRefillSound Set this to the sound to use when refilling.
SidebarInfantrySound Set this to the sound to use when buying infantry
SidebarVehicleSound Set this to teh sound to use when buying vehicles.

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Subject: Re: Sidebar PT
Posted by iRANian on Sun, 22 Jan 2012 15:28:33 GMT
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The tt.ini file needs to have "[General]" at the top of the document or those keywords won't work.

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Subject: Re: Sidebar PT
Posted by jlhill17 on Sun, 22 Jan 2012 21:07:27 GMT
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I made tt.ini as follows:

[General]

EnableSidebar=true

GDIUpArrowTexture=btn_pt_up.tga
GDIDownArrowTexture=btn_pt_down.tga
GDIBackgroundTexture1=ptbg.tga
GDIBackgroundTexture2=ptbg.tga
NODUpArrowTexture=btn_pt_up.tga
NODDownArrowTexture=btn_pt_down.tga
NODBackgroundTexture1=ptbg.tga
NODBackgroundTexture2=ptbg.tga
RefillLimit=5

AlternateSelectEnabled=false
SidebarSoundsEnabled=false


And I added a Generic_Switch to my map with JFW_Sidebar_PT on it, but it didn't activate the sidebar when poked.  Am I doing something wrong?

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Subject: Re: Sidebar PT
Posted by iRANian on Sun, 22 Jan 2012 21:27:05 GMT
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You don't need to use JFW_Sidebar_PT if it's a mod. Did you place tt.ini in your My Dcouments -> Renegade -> Client folder?

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Subject: Re: Sidebar PT
Posted by jlhill17 on Sun, 22 Jan 2012 22:43:48 GMT
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Yes, I put it in the client folder. Does that mean that a normal PT should show up as a sidebar? My PT's are still normal PT's.

Does it work for a .pkg mod?

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Subject: Re: Sidebar PT
Posted by iRANian on Mon, 23 Jan 2012 02:13:37 GMT
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Yeah, the normal PTs should show up as sidebars and you shouldn't be able t join a server like st0rm 4.0.

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Subject: Re: Sidebar PT
Posted by Generalcamo on Mon, 23 Jan 2012 03:52:59 GMT
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It does not work for a package mod, as tt.ini is only loaded on start.

The only way to make it work in 4.0 is with a standalone mod. 3.4.4 had these settings in the hud.ini. You could try that, but I doubt it will work.

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Subject: Re: Sidebar PT

Posted by jlhill17 on Mon, 23 Jan 2012 05:16:14 GMT

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What do I do to configure it for a standalone mod then?