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Subject: Modding Bobby Rays Inventory  
Posted by [OnlySolitaire](#) on Sun, 27 Apr 2014 11:01:23 GMT  
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Hi guys

I'm sorry if this is in the wrong place, but I am using 1.13 and Urban Chaos mods (UC113), and my question is about modding.

I want to add explosives back to Bobby Rays inventory, but I can't find any file specifically relating to BR's inventory. I have found various other new vendors, but not BR.

So what file do I need to change to allow BR to sell explosives again?  
Or is it hard-coded?

Thanks in advance

NOTE: Sorry I posted this in the wrong place - should be okay now.

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Subject: Re: Modding Bobby Rays Inventory  
Posted by [tais](#) on Sun, 27 Apr 2014 11:20:22 GMT  
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BR's inventory is handled inside Items.xml  
there's two tags that handle the new and second hand amounts that BR's has available

0  
0

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Subject: Re: Modding Bobby Rays Inventory  
Posted by [Azure\\_Repeater](#) on Sun, 27 Apr 2014 11:21:37 GMT  
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Hi, and welcome to the pit! :wave:

They are defined in Items.xml, if I am not mistaken. Additionally, you can use the XML editor and edit the item availability.

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Subject: Re: Modding Bobby Rays Inventory

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Posted by [OnlySolitaire](#) on Sun, 27 Apr 2014 12:05:55 GMT

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Thanks for the quick replies guys.

I found the 0 & 0 lines, but it says frag grenades launchers and such are already available according to both 1.13's and the basic UC's items.xml. But in the game, BR still won't sell them, which is quite perplexing...

They displayed values of 4 for the NewInventory, and 1 for the Used, which I would guess are quantities.

I think it's UC1.13 causing the issue, but I don't know how.

Nevermind, thanks for your help guys.

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Subject: Re: Modding Bobby Rays Inventory

Posted by [JMich](#) on Sun, 27 Apr 2014 13:52:56 GMT

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OnlySolitaireI found the 0 & 0 lines, but it says frag grenades launchers and such are already available according to both 1.13's and the basic UC's items.xml. But in the game, BR still won't sell them, which is quite perplexing... Do you have enough progress for the items' coolness level?

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Subject: Re: Modding Bobby Rays Inventory

Posted by [Azure\\_Repeater](#) on Sun, 27 Apr 2014 14:35:10 GMT

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On which folder did you change Items.xml? Data-UC1.13? Data 1.13? Data-UC? or somewhere else?

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Subject: Re: Modding Bobby Rays Inventory

Posted by [OnlySolitaire](#) on Mon, 28 Apr 2014 00:29:12 GMT

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Don't worry, I sorted it out now. I forgot about the coolness thing, it's been a while since I played, and it slipped my mind that would be stopping them being sold.

Thanks for the help guys.

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Subject: Re: Modding Bobby Rays Inventory  
Posted by [rummtata](#) on Fri, 02 May 2014 20:49:56 GMT  
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I'm messing around with Bobby Ray's, too ^^ No UC, just regular 1.13. So I'm editing the items.xml in Data-1.13, right? Total n00b over here...

My questions:

1. What exactly does do?
  2. What does mean?
  3. Will changes in the items.xml affect running campaigns?
- 

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Subject: Re: Modding Bobby Rays Inventory  
Posted by [Parkan](#) on Wed, 16 Jul 2014 18:15:52 GMT  
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I don't want to create another topic about BR inventory and i want ask something:  
Is it possible to remove\disable BR completly?So if i wan to play without using BR and use only Arulcos merchants?

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Subject: Re: Modding Bobby Rays Inventory  
Posted by [Flugente](#) on Wed, 16 Jul 2014 18:27:05 GMT  
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rummtatal'm messing around with Bobby Ray's, too ^^ No UC, just regular 1.13. So I'm editing the items.xml in Data-1.13, right? Total n00b over here...

My questions:

1. What exactly does do?
2. What does mean?
3. Will changes in the items.xml affect running campaigns?
  1. Merchants will never buy this item, but will sell it whenever they have it, as they want to get away from it.
  2. Hidden attachments are not shown on an item.
  3. Yes. It will take a while for Bobby Rays to refresh though.

ParkanI don't want to create another topic about BR inventory and i want ask something:  
Is it possible to remove\disable BR completly?So if i wan to play without using BR and use only Arulcos merchants? Doesn't seem like that in singleplayer... you could just not visit the site, or set shipping coordinates to something inaccessible

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Subject: Re: Modding Bobby Rays Inventory

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Posted by [Parkan](#) on Wed, 16 Jul 2014 19:50:13 GMT

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FlugenteDoesn't seem like that in singleplayer... you could just not visit the site, or set shipping coordinates to something inaccessible

It very tempting to not use BR.If there is was an option in start of the game(or in ja2\_option.ini)to turn this on\off,without much xml editing every time of new release.

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Subject: Re: Modding Bobby Rays Inventory

Posted by [Gorro der Grüne](#) on Wed, 16 Jul 2014 19:50:29 GMT

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Or U use BR and sent the shipment to Bagdad

Edith: "Gorro once played without mines - to resist the temptation he shot the head miners at first sight" :axe:

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Subject: Re: Modding Bobby Rays Inventory

Posted by [JMich](#) on Thu, 17 Jul 2014 06:43:15 GMT

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ParkanIt very tempting to not use BR.If there is was an option in start of the game(or in ja2\_option.ini)to turn this on\off,without much xml editing every time of new release. Take Gorro's advice. From what I recall, if both Pablo and his replacement are dead, there is noone to take the shipments, thus no shipments will arrive. I'm not sure if that part of the code was disabled, so it should work.

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Subject: Re: Modding Bobby Rays Inventory

Posted by [Gorro der Grüne](#) on Thu, 17 Jul 2014 07:18:24 GMT

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@ JMich

nope it only takes longer to get the stuff but the rate of missing items is much lower (this is the case since true vanilla)

I always have both on my to kill do list, also the old guy in Estoni

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