
Subject: JFW_Create_Object_Custom

Posted by [TNaismith](#) on Fri, 09 Apr 2010 16:13:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Was wondering about something I've been working on recently in Level Edit. I've brought the questions to the bigger Ren community here at renegadeforums.com, and will look forward to any help or insight people can provide on this.

If you want clarification on certain parts of my question, or what I'm trying to do, please ask and specify what you want to know.

~ TNaismith

"TNaismith"

--Q: In JFW's script for Level Edit, there are scripts called "JFW_Create_Object_Custom" (<--There are variations of that), "JFW_Spawn_Object_Death" (<-- Also variations of this), and also "JFW_Enable_Spawner_On_Custom". They all do slightly different things.

The first one creates an object (not a spawner object -- you need to know the modding lingo to understand this) when sent a custom. If you try to type in the name of a preset under Objects--> Spawners, then your Renegade will crash when that script is activated. From my testing, it has to be a preset NOT under Objects-->Spawners. (It also CANNOT be a Temp, or else it won't appear)

The second one works similar to the first script, but except it only works when an object is destroyed.

The third one ENABLES a spawner object to begin spawning when it is sent a custom. This is obviously different from the first two in a few ways.

Now with that stuff in mind, what I want to know is if there is a script, or if there isn't, can someone make one, that would do something like this: "JFW_Spawn_Object_Custom". What I'm trying to do is have a zone be created/spawned when a custom is received + sent from a trigger, and make sure that every time a that certain custom is received, that same zone is created as well. (Obviously along with that I would be attaching a script that destroys the zone X minutes after being created).

Anyone know of a script that does this, or has the ability to make it?

~ TNaismith
