Subject: spawner help
Posted by HORQWER on Sat, 16 Jun 2007 03:00:07 GMT
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hi
i need help with something
when ever i change the spawners they dont work at rneegade i'm being the gdi/nod minniguner
again
how to change it so i could be another character
thanks for reading
cya

Subject: Re: spawner help
Posted by Sn1per74* on Sat, 16 Jun 2007 04:05:05 GMT
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You can't change the startup character. But you can put a script zone under where they spawn
and add a script (I dont know which one) that changes the character. So they spawn they land in
the script zone then change character.

Subject: Re: spawner help
Posted by reborn on Sat, 16 Jun 2007 12:07:26 GMT
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ferkhat wrote on Fri, 15 June 2007 23:00hi
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Sn1per74's suggestion will work and is a good idea for only making this happen in level edit.

However you could also change the M00_GrantPowerup_Created in SSAOW to
Change_Character on all events (death, created etc etc). This would be more seemless.

Subject: Re: spawner help
Posted by HORQWER on Sat, 16 Jun 2007 12:49:06 GMT
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i already triend doing with the zone things but some times it does not work

Subject: Re: spawner help
Posted by reborn on Sat, 16 Jun 2007 12:56:51 GMT
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ferkhat wrote on Sat, 16 June 2007 08:49i already triend doing with the zone things but some times it does not work

You are most likely missing a few start up spawner positions or something, but I would try my idea as it would remove the need for the zone completely (all maps, all spawners is allot of zones to have to add) and handle it all with only a few lines added to SSAOW source code.

Subject: Re: spawner help
Posted by npadul30 on Sat, 16 Jun 2007 18:10:40 GMT
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There is also a script out of Scripts_JFW.dll, that does the same thing, it is like "JFW_Grant_Character_Change" or something like that. I can't think of the exact name right now.

Subject: Re: spawner help
Posted by Veyrdite on Sun, 17 Jun 2007 08:14:05 GMT
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JFW_Character_Buy

Subject: Re: spawner help
Posted by reborn on Sun, 17 Jun 2007 11:23:46 GMT
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God dammit, I can't believe I forgot.. There is a setting in SSAOW in some .ini file somewhere which let's you choose which soldier is the start up soldier, forget what was said previously (they would of worked, but are overly complicated). Just look in the ssaow .ini files and there will be a setting there.