Subject: LE Spawners
Posted by CdCyBoRg on Wed, 01 Aug 2007 19:45:12 GMT
View Forum Message <> Reply to Message

i have spawners that are enables when somone goes to a certain place in the map. But when they complete that area and get to the next, how do i disable the spawners from the previous lcoation?

Subject: Re: LE Spawners
Posted by reborn on Wed, 01 Aug 2007 20:51:05 GMT
View Forum Message <> Reply to Message

Set_Powerup_Always_Allow_Grant(pow_name,false);

Subject: Re: LE Spawners
Posted by CdCyBoRg on Wed, 01 Aug 2007 20:56:50 GMT
View Forum Message <> Reply to Message

where do i find that? :S

Subject: Re: LE Spawners
Posted by ExEric3 on Wed, 01 Aug 2007 21:12:47 GMT
View Forum Message <> Reply to Message

In exist presets you must found it. Objects-PowerUp-Special-PowerUP or something like that.

Subject: Re: LE Spawners
Posted by reborn on Wed, 01 Aug 2007 21:14:41 GMT
View Forum Message <> Reply to Message

You could make a script using that function, then attach it to the powerup when they enter a zone to send a custom or something.

Subject: Re: LE Spawners
Posted by SWNight on Wed, 01 Aug 2007 21:15:41 GMT
View Forum Message <> Reply to Message

I think he wants to do it without creating a new script.

Subject: Re: LE Spawners
Posted by reborn on Wed, 01 Aug 2007 21:23:35 GMT
View Forum Message <> Reply to Message

I don't know if there is one already created, I would guess not...

Subject: Re: LE Spawners
Posted by Genesis2001 on Wed, 01 Aug 2007 22:39:31 GMT
View Forum Message <> Reply to Message

JFW_Enable_Spawner_Custom

Set the "Enable" value to '0' to disable. (Note, you'll need to have a dave's arrow send a message to either itself or another arrow)

(Check out my tutorial on RenHelp "Objectives in Multiplayer")

-MathK1LL