Subject: Making a Spawn at random place
Posted by ghostSWT on Wed, 23 Mar 2005 12:50:03 GMT
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I made a temp spawn, added a green key to it, made 1 on my map then Ctrl-P a few times and made 5 more.
My problem is that the key spawns at position 1 and only at position 1 unless i stand on it, then it spawns at 2.
Is there a way to make it truly random?

Subject: Making a Spawn at random place
Posted by SuperMidget on Wed, 23 Mar 2005 13:32:50 GMT
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It should be automatic, its just chance that it happened to keep spawning in the smae location.

Subject: Making a Spawn at random place
Posted by Naamloos on Wed, 23 Mar 2005 14:25:36 GMT
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An object can't spawn between more than 2 places... I tried lot's of things to do this a while back but nothing seemed to work.

Subject: Making a Spawn at random place
Posted by Oblivion165 on Wed, 23 Mar 2005 14:39:22 GMT
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I would suggest loading like C&C_City_Flying and looking at theirs.

Subject: Making a Spawn at random place
Posted by bisen11 on Wed, 23 Mar 2005 15:35:32 GMT
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huh... mine seemed to work fine.

Subject: Making a Spawn at random place
Posted by bisen11 on Thu, 24 Mar 2005 13:33:24 GMT
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Hey, Maybe it is because you did control p on one of the things that lready had ctrl p done to it. What i'm saying is try just doing it multiple times to the original and not the duplicates (or w/e you wanna call them).

Subject: Making a Spawn at random place
Posted by Naamloos on Thu, 24 Mar 2005 14:30:23 GMT
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I always used ctrl+p with the "main" spawner...

Subject: Making a Spawn at random place
Posted by zunnie on Thu, 24 Mar 2005 15:18:25 GMT
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If you want the key to spawn on all 6 locations simultaniously you have
to "Make" 6 seperate spawners.

With "Ctrl+P" you set a "point" where it will randomly spawn.

Take a regular weapon spawner on Field for example, there is only ONE
spawner, but the powerup will spawn at various locations on the map. But
not more than 1 simultaniously.

Subject: Making a Spawn at random place
Posted by Titan1x77 on Fri, 25 Mar 2005 00:12:26 GMT
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try generating pathfind

Subject: Making a Spawn at random place
Posted by zunnie on Sat, 26 Mar 2005 13:32:32 GMT
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Pathfind is not for powerup spawners

Subject: Making a Spawn at random place
Posted by Titan1x77 on Sat, 26 Mar 2005 21:39:06 GMT
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It may help for random spawning tho...

I had this problem with KOTH Islands, where the teleporters would only go to 3 locations out of 5....I finally ended up just leaving it with 3.

But I never did try generating pathfind.

Subject: Making a Spawn at random place
Posted by laeubi on Sat, 26 Mar 2005 21:45:01 GMT
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Have you tried copare your settings to the ones Westwood uses on the offical WS maps?

Subject: Making a Spawn at random place
Posted by zunnie on Sun, 27 Mar 2005 12:12:37 GMT
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I think you have to lower "SpawnDelayVariation" then or "GotoSpanwnerPosProirity" -
not entirely sure but if you lower these values
to like 15.000 it will cycle more through the available powerups and the
different locations it could spawn.

You have to 'temp' the spawner then though, else it will use the servers
default spawner timer setup etc.