
Subject: Vehicle Spawn

Posted by [Sn1per74*](#) **on** Tue, 18 Apr 2006 21:27:01 GMT

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

In a server once I saw when u press a switch a vehicle spawns. Does anybody know how to do this?

Subject: Re: Vehicle Spawn

Posted by [piotrkol1](#) **on** Tue, 18 Apr 2006 22:01:14 GMT

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

I dont know about a switch, but I do know that there is a script or something that you attach to a scriptzone and when you walk into it a viechle spawns besides you but u have to pay the amount that the viechle costs. Sorry, dont know the right scripts Sn1per74.

Subject: Re: Vehicle Spawn

Posted by [reborn](#) **on** Tue, 18 Apr 2006 23:45:12 GMT

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

A vehichle spawns, or one is dropped off by a transoprt copter?

Subject: Re: Vehicle Spawn

Posted by [Sn1per74*](#) **on** Tue, 18 Apr 2006 23:51:18 GMT

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

either 1 would do

Subject: Re: Vehicle Spawn

Posted by [reborn](#) **on** Wed, 19 Apr 2006 00:54:12 GMT

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

Make a daves arrow on the map (make a note of it's ID) and attatch the script "JFW_Create_Object_Custom", define what vehichle you want by it's preset name in the parametres unber objects, and input the x,y,z of where you want it created under location.

Alternatively Attatch the script "JFW_Custom_Play_Cinematic" to the daves arrow and make a cinematic.txt file, still define the location where you want the cinematic to play, and type in your cinematic name including the .txt file extension in the Script_Name parametre. If you don't know how to make cinematics, open up your always.dat and look at the text files, it will become more clear looking at them, or perhaps just look at how BHS made there vehichle drop cinematics.

Add a switch to the map, attatch "JFW_Poke_Send_Custom_Cost" to the switch. You then need to fill in the parametres;

Just a hint; Player_Type 1 = GDI and Player_Type 0 = Nod

You also need to put in the cost of what you want the vehichle to be. Then put the ID from the daves arrow into the parametre for ID.

Note: For this to work for the client, they must be using JohnWill's scripts.dll.

Subject: Re: Vehicle Spawn

Posted by [piotrkol1](#) on Wed, 19 Apr 2006 01:02:48 GMT

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

Interesting....is this for the transport chopper to come down and drop off or just a regular spawn?

Subject: Re: Vehicle Spawn

Posted by [reborn](#) on Wed, 19 Apr 2006 01:05:21 GMT

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

Where I explained about "JFW_Custom_Play_Cinematic", that's for the chopper, well infact it could be anything really, it's a cnematic. But you have to either write your own or find one that is suitable inside renagdes always.dat.

Where I explained about "JFW_Create_Object_Custom" thats for it to just spawn.

Subject: Re: Vehicle Spawn

Posted by [Sn1per74*](#) on Wed, 19 Apr 2006 22:34:57 GMT

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

I got John Wil's scripts.dll but how do i install it? I extracted the folder to my renegade folder and under scripts in level edit but nothing happened.

Subject: Re: Vehicle Spawn

Posted by [Sn1per74*](#) on Wed, 19 Apr 2006 22:43:13 GMT

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

Scratch that, I got it working. Thanks Reborn, you've been a lot of help.

Subject: Re: Vehicle Spawn

Posted by [Sn1per74*](#) on Wed, 19 Apr 2006 22:47:23 GMT

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

Do I make two JFW_create_object_customs one for location and other for vehicle?
I attached the JFW_create_object_custom and i put object then i put in CnC_GDI_Humm-vee and level edit crashed... What do i do now?

Subject: Re: Vehicle Spawn

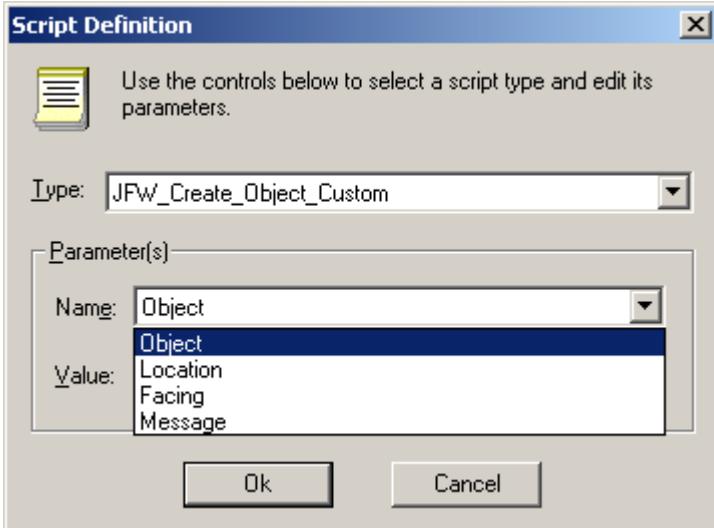
Posted by [reborn](#) on Thu, 20 Apr 2006 00:18:27 GMT

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

No, do not attatch the script twice for that. In the parametres sectiopn for the script, under Name: You can click the drop down box, then you can define the preset you want to create in the "object" part, then under "location" you define the x,y,z. like in the screen shot attatched...

File Attachments

1) [def.gif](#), downloaded 349 times



Subject: Re: Vehicle Spawn

Posted by [Sn1per74*](#) on Thu, 20 Apr 2006 00:40:21 GMT

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

I added the script, Under object I put Cnc_Gdi_humm-vee then under location i put my coordinates. I pressed OK and level edit crashed. What happened?

Subject: Re: Vehicle Spawn

Posted by [Kamuix](#) on Thu, 20 Apr 2006 02:08:23 GMT

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

You left a space blank

Subject: Re: Vehicle Spawn

Posted by [Sn1per74*](#) on Fri, 21 Apr 2006 01:04:29 GMT

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

I press button and nothing happens

Subject: Re: Vehicle Spawn

Posted by [Sn1per74*](#) on Fri, 21 Apr 2006 23:54:58 GMT

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

Help here to please
